Foster's Whist Manual

Second Edition

FOSTER'S

WHIST MANUAL.

A COMPLETE SYSTEM OF INSTRUCTION
IN THE GAME,

BY

R. F. FOSTER,
(OF NEW YORK.)

SECOND EDITION.

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PUBLISHERS' PREFACE.

The great reception accorded to the Self-Playing Whist Cards encourages a belief that an original work on Whist by their Inventor, written with the special purpose of Teaching the game, will be a welcome addition to the literature of the subject.

As a simple social duty, apart from intellectual pleasure, the obligation to become a reliable partner in the modern scientific game is gaining recognition in domestic circles as well as in the Clubs. This book therefore, is published not merely as another treatise on Whist; but as a complete system of instruction of an altogether novel character; the whole subject being presented in a new light, and so arranged that anyone may rapidly and effectually become familiar with all those methods which constitute the equipment of a first-class player.

INTRODUCTION.

While so many books have been written, published, and read, upon the art of playing Whist, it is remarkable that so few persons are able to put their teaching to any practical use. They seem unable to remember what was in the books, when they sit down to the table for actual play. While the authors of these works have themselves undoubtedly been masters of the subject, they do not seem to have possessed the ability successfully to communicate their knowledge to others. The excellent matter contained in many of these books is usually presented to the mind in such a manner as to confuse, rather than to assist; and it is not uncommon to meet with persons who have played and read about Whist for a number of years, yet are still ignorant of many of the simplest conventionalities of the game.

The following pages are written with a view to communicate this conventional knowledge both

thoroughly and rapidly to those who wish to *study* Whist. The author has had many years' experience as a teacher, and the best results of that experience are given in the following pages. For the opinions of some of the celebrated players and Whist Clubs that have made a critical examination of his methods of instruction, the reader is referred to the appendix.

There is a strong tendency among some of the would-be authorities of the present day, to introduce a variety of "applications" and "extensions of principle" with a view to making the game more "scientific." These writers frankly admit that the style of play they advocate is not the game that is generally played; but is the game as *they* would like to see it played, and as they hope it will be played—ten or twenty years hence. I do not feel justified in teaching these new theories, while they are only theories. It is no use to teach the pupil a game that will be unintelligible to nine-tenths of the persons with whom he may play. The average Whist player wishes to learn the fundamental principles and conventionalities of the game, as adopted by all first class players; so that he may be able to lead correctly and without hesitation from any combi-

nation of cards that may fall into his hand; to know exactly when and how to return his partner's or his adveraries' suits, or to play his own; how to manage his trumps to the best advantage, and to be *au fait* in all those little stratagems that render the play of an expert so formidable. The knowledge of these conventionalities is the *basis* of all good Whist, and ignorance of them the fruitful cause of all the fault-finding that occurs at the Whist table. The mere possession of this conventional knowledge does not, in itself, make a fine Whist player; for, as an old partner of mine used often to remark: "Whist really begins where 'Cavendish' leaves off." But it forms a good solid foundation upon which the student may place the ornamental idols of the latter day saints, after he has become sufficiently advanced for admission to the temples of the "Cranks."

EXPLANATIONS AND GENERAL INSTRUCTIONS.

It is assumed that the reader knows the values of the cards, the rules for cutting, dealing, scoring, &c.

The following technical terms are used throughout these pages:

THE FIRST HAND is the player who leads, or plays first in *any* trick.

THE SECOND HAND is his left hand adversary, who plays the second card in the trick.

THE THIRD HAND is the partner of the person who played first, or led, in *any* trick.

THE FOURTH HAND is the last person to play in any trick.

For example: If A *leads* the 4 of Clubs, he is first hand; if Y plays the 10 of Clubs, he is 2nd hand; if B plays the Ace he is 3rd hand; and if Z plays the 2 he is 4th hand. B, having won this trick, must now lead, and in doing so he becomes first hand, and the player to his left, who was 4th hand in the last trick, now becomes 2nd hand, and so on.

The following notation is used:

A K Q J 10 x
ACE. KING. QUEEN. JACK. TEN. ONE SMALL CARD.

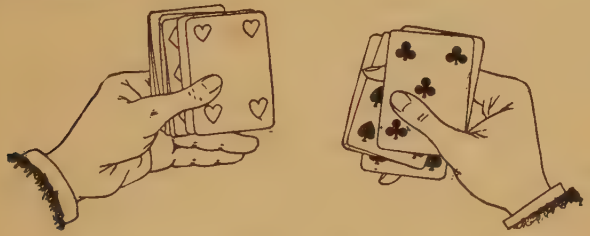
xx indicates *two* small cards exactly.
xxx indicates exactly *three* small cards.
xxxx indicates *four* exactly; and so on.
x—x indicates *two or more* small cards.
⊢ indicates with or without any small cards; that is: the entire absence of small cards, or the presence of any number of them makes no difference in the point under consideration. All cards below the TEN are simply *small cards*, unless their exact denomination is given.

GOING ON with a suit is leading it again with a view especially to the condition of your own hand.

RETURNING a suit is leading it again with a view especially to the condition of the hand into, or through which you play.

It is assumed that you know how to arrange your hand; but I may suggest that you will gain speed by sorting only two suits at a time; say the two black suits first. Hold the 13 cards in the left hand, with the third and fourth fingers underneath, to prevent dropping them. Sort one black suit between the thumb and forefinger of the right hand; sort the other between the first and second fingers; while doing so, run all the *red* cards back between the second and third fingers.

When the black suits are sorted, take the *red* cards only into the left hand again; *do not disturb the black suits;* but arrange the red ones above them, say the Hearts on the Spades; the Diamonds on the Clubs.



Some players always keep the same order of suits; others put the trumps in some definite position.

In spreading out your hand, hold the cards lightly in the left hand, and spread them out with the thumb and forefinger of the right hand until they are like a fan, every card in sight. Nothing is so indicative of a careful player as the manner in which he holds his cards.

All the exercises in the following pages must be practised *with the actual cards;* and the cards must be held in the hand exactly as you would hold them at the Whist table.

You may imagine that you will have no difficulty in remembering the rules that I give you, because you *understand* them; but I assure you that you will *not* remember them. You *understood* perfectly what was said to you at dinner last week; you do not *remember* a word of it now. Just so with my rules; I do not urge you to remember the *rules*, but I urge you to train your *eyes* by practice with the actual cards.

FIRST ROUND.

What to Lead. Plain Suits Only.

"A plain suit" is one which is not the trump suit for that deal. On picking up and sorting your thirteen cards, you will find that each suit in your hand must contain some one of the following 32 combinations:

A K Q J 10 ⊢	A Q J 10 ⊢	K Q J 10 ⊢	Q J 10 ⊢
A K Q J ⊢	A Q J ⊢	K Q J ⊢	Q J ⊢
A K Q 10 ⊢	A Q 10 ⊢	K Q 10 ⊢	Q 10 ⊢
A K Q ⊢	A Q ⊢	K Q ⊢	Q ⊢
A K J 10 ⊢	A J 10 ⊢	K J 10 ⊢	J 10 ⊢
A K J ⊢	A J ⊢	K J ⊢	J ⊢
A K 10 ⊢	A 10 ⊢	K 10 ⊢	10 ⊢
A K ⊢	A ⊢	K ⊢	x ⊢

In this table all cards below a ten are ranked as small. Thirty-one of these combinations contain at least one of the five principal cards; A K Q J or 10. The last one has no card above a nine. It will be noticed that all these combinations are marked ⊢ to indicate "with or without small cards."

Some writers on Whist take delight in parading the fact that there are 635,013,559,600 possible hands that can be held at Whist. Any one with a pack of cards can verify my statement that there are only 32 possible combinations in modern Whist, in which all cards below the 10 are regarded as "small."

Let us assume that the dealer sits at your right hand, and that it is your turn to begin by leading some card for the others to play to. This is called an "original lead." Your first care must be to decide what *suit* you will lead.

Some authorities dwell at length on the reasons for selecting certain suits from which to lead at the beginning of a hand.

It is generally conceded that the strongest suit should be selected; not so much on account of its strength, which should tell at any time during the play of the hand, as to secure your partner's assistance in protecting and "establishing" it. By leading it first, you call his attention to it, and notify him that no matter how poor it may be, it is the best you have. A suit containing more than one court card or "honour," is strong; but A K x is not so strong as five cards in suit, 10 high. It is hard to say where the two elements of strength, high cards and length of suit, meet, but you should always *lead* the suit that is numerically strong, if only for your partner's benefit. A five card suit, even if it contain no court card, should be selected in preference to a four card suit, unless the four card suit contains at least two court cards. If you have the A K x of Diamonds, and the 8 7 6 5 4 3 of Spades in your hand, you should begin with the Spade suit. The high Diamonds will be useful to bring in

your Spades, after all the high Spades are forced out of your way; but if you begin with the high Diamonds, and then lead the Spades, your hand is dead.

Having selected the suit, the next question is, what *card* to lead? Two things should guide you in this choice; to play your cards to the best advantage, so that you may get as many tricks as possible out of the various combinations that you hold; and to inform your partner as nearly as possible what cards you hold in the suit. Instead of learning what card you should lead from each of the 32 combinations, it will greatly simplify matters if you bear in mind that you must lead one of six things; Ace, King, Queen, Jack, Ten or a Small card.

Of these the King is led more frequently than any other high card at Whist, more than all the others put together in fact; the Ace next, the Queen, Jack, and Ten next respectively. We shall therefore begin with the King leads, or the combinations of cards from which the King is led.

I do not originate anything in the following leads; I only aim at arranging the leads that are given in all books on Whist in such a manner as to enable the student to *remember* them.

THE KING LEADS.

As the King is led more frequently than any other high card at Whist, your first care, after having selected the *suit* from which you intend to lead, should be to see if that suit contains a King. If so, should you lead it?

On the opposite page you will find all the combinations of cards from which it is right to lead a King *in plain suits*. The face value of the small cards is indifferent. Any card below a ten is simply a "small card."

Now, instead of committing these ten combinations to memory, let us examine them, and see if we cannot find some characteristic which is common to all of them; so that by recalling that *one* characteristic we shall be able to remember all the *ten* combinations, and therefore all the King leads.

If we examine them attentively we shall see that in every instance the King is accompanied by the card next to it in value; the Ace or the Queen; sometimes by both of them.

Now, if the King is oftener led than any other high card in Whist; if these are all the combinations of cards which a Whist player can possibly hold from which it is correct to lead a King; and if this characteristic is common to all these combinations, we have this rule:

Having selected your suit, see if it contains a King; and ***if the King is accompanied by the card next to it in value, lead it.***

Let us suppose that the same combinations contain only three or four cards each, as shown on the opposite page. Would the King still be the correct lead? Yes—because it is accompanied by the card next to it in value.

This will impress upon you that it is not the *number* of cards in the suit that determines the King lead, *but simply and only the presence of the card next in value.*

For Practice, take an ordinary pack of cards, throw out all below the eights, and after shuffling the remaining 28 high cards, give yourself several hands of 13 at a time. After sorting them, see if you have the King in any of the suits, and ask yourself, shall I lead it?

This practice will train the eye to detect a King lead at sight, and will relieve you from the necessity of keeping the table waiting while you cudgel your brains to recall what it was that the book said. The book you have read has nothing to do with the game you are playing. The cards are held in the hand, the eye falls upon the combinations, and the fingers are directed by the eye. If the eye is the organ that is to be used, that is the one that must be trained.

For examples in actual play of King leads from plain suits, see A's hand in games No. 2, 4, 6, 9, 30, 31, 32, of Foster's Self-Playing Whist Cards, First Series.

THE ACE LEADS.

The next card to demand our attention, because led more frequently than any other high card except the King, is the Ace. Having selected the suit from which you intend to lead, if it contains no King, look for the Ace. If you have the Ace, should you lead it?

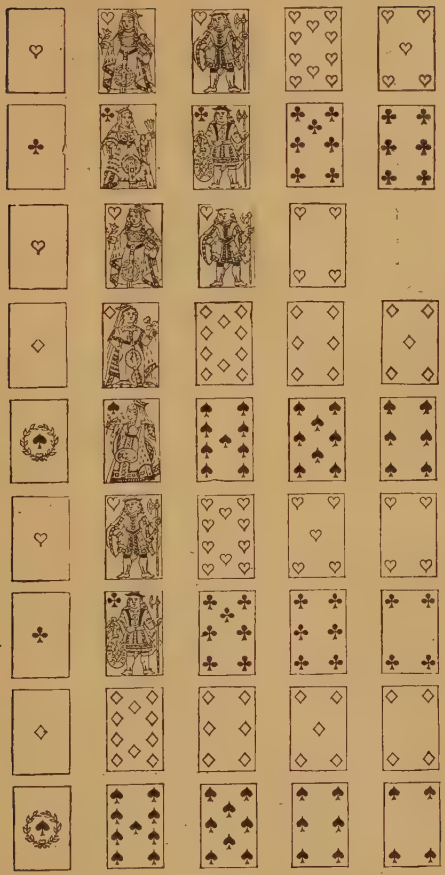
On the opposite page you will find all the combinations of cards from which it is right to lead an Ace in plain suits; the exact value of cards below a ten being indifferent, as before.

You will notice that there are not so many of them as there were of the King leads, and also that none of them contains a King. If any one of them did, it would indicate a King lead. From this you infer that *the King is never in a hand from which Ace is led.*

Upon examining these combinations we find only one point of resemblance; they all contain at least five cards, with one exception, and in that exception both the Queen and the Jack are present; from which we have this rule:—

If your suit does not contain a King, look next for the Ace, and ***if you have at least five cards in suit, lead the Ace.***

The exceptional case, when both Queen and Jack are present, is one of only two exceptions



that you have to remember in all the leads. If your combinations were as follows:—

the Ace would still be the correct lead; because of the presence of both Queen and Jack.

For Practice, take your pack of 28 high cards, and give yourself several hands of thirteen at a time as before. After sorting them, see if you have any of the combinations from which it would be right to lead the Ace or the King, in any of the suits.

For examples of the Ace leads from plain suits in actual play, see A's hand in games No. 1, 17, 18, 19, 27, 40, of the Self-Playing Cards, First Series.

Further examples of King leads are given in the Second Series of Self-Players, A's hand in games No. 1, 12, 16, 26, and 30.

Examples of Ace leads in A's hand, games No. 3, 4, 7, 9. 10, 11, 13, and 32.

THE QUEEN LEADS.

The next card to demand our attention is the Queen. The following are all the combinations from which it is right to lead a Queen, in plain suits:—

You will first observe that there is no *higher* card in a hand from which the Queen is led. If there were, it would not be a Queen lead, for if we add a King, thus:

it is a King lead. If we add an Ace, thus:—

it is an Ace lead. So it will be well for you to remember that just as no one is allowed to take

precedence of Her Majesty, so there is no higher card in a hand from which a Queen is led.

In the King leads, you remember that the King was always accompanied by the card next to it in value. If we now examine these Queen leads, we shall find the Queen always accompanied by the *two* cards next to it in value. (Queens want a little more attention than Kings, you know.) From which we have this rule for the Queen leads in plain suits:—

If there is no higher card in the hand than the Queen, and if the Queen is accompanied by the two cards next to it in value, lead it.

If the same combinations contain only three or four cards, they are still Queen leads; because of the absence of any higher card, and the presence of the two next in value. This will impress upon you that, as in the King leads, the *number* of cards in the suit does not affect the Queen leads.

For Practice, take your pack of 28 high cards, give yourself several hands of 13 at a time as before, and see if you have any of the combinations from which it would be right to lead a King, Ace, or Queen; always remembering that the King first demands attention.

For examples of Queen leads from plain suits, see A's hand in games No. 7 and 16, of the Self-playing Cards, First Series.

THE JACK LEADS.

The card next demanding attention is the Jack. This card was formerly called the Knave; but since the general adoption of the index, or squeezer mark, on the edges of playing cards, it has come to be known by the initial J, which stands for "Jack."

The following are all the combinations of cards from which it is right to lead a Jack in plain suits:—

The first thing that will strike you is that these should be all *King* leads. This is the *second* of the only two exceptions you have to remember in the leads. The first exception is, that Ace is led from less than five cards in suit, when you have *both* Queen and Jack. The second is, that King is not led from the sequence K Q J when you have *more than four cards in suit.* The reason being that such a sequence as K Q J and

at least two more small cards, is such a strong suit that you should inform your partner that you hold it. If you lead the King, that simply announces the presence of the Queen; but conveys no information as to the Jack, or the two small cards.

If we examine the foregoing combinations, we shall find that the Ace is never in a hand from which the Jack is led, and that the Jack leads resemble the Queen leads in one respect. The Jack is always accompanied by the ***Two*** cards next to it value. (Knaves apparently require as much attendance as Queens). From which we have this rule:—***The Jack is led when accompanied by the two cards next above it in value, and at least five cards in suit.***

As this lead confuses many beginners, we shall compare the King lead from only four cards in suit, with the Jack lead from five or more, thus:

You know the Jack was formerly called the "Knave." Now the word Knave has five letters

in it, and from five (or more) cards the Knave is led. The word King has only four letters in it, and from only four cards in suit the King is led. This will apply to all combinations headed by K Q J.

If we shorten these combinations to suits of three or four cards, they are no longer Jack leads.

For Practice, take your pack of 28 high cards, give yourself several hands of 13 at a time as before, and see if you have any of the combinations from which it would be right to lead King, Ace, Queen or Jack; keeping a watchful eye on suits headed by K Q J, so as to see whether or not there is more than one small card.

For examples of the Jack leads from plain suits, see A's hand in games No. 10, 12, 26, in the Self-Playing Cards, First Series.

You have now mastered the Court card leads, as they are called, and have found them governed by these four simple rules:—

1. *King* is never led unless accompanied by the next card in value, above or below.

2. *Ace* is never led from less than *five* cards in suit; except when *both* Queen and Jack are present.

3. *Queen* is never led unless accompanied by the *two* cards next in value *below*.

4. *Jack* is never led unless accompanied by the *two* cards next in value *above*, and at least five cards in suit.

THE TEN LEAD.

The Ten is led from only one combination, as follows:—

Like the Jack lead, there are two cards above, but not next it in value. Any other two cards above it in value would form some one of the Court card leads, if you had *five* cards in suit as in the example. The Ten is still led from suits of only three or four cards, if the King and Jack are both present.

For Practice, take your pack of 28 high cards as before.

For examples of the Ten leads from plain suits, see A's hand in games No. 14, 34 and 36, in the Self-Playing Cards, First Series.

Further examples of Ten leads are given in the Second Series of the Self-Players; A's hand in games No. 2, 15, and 20.

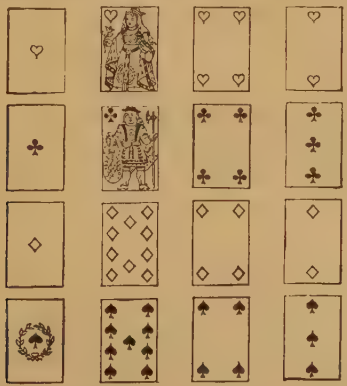
THE SMALL CARD LEADS.

If we examine the ten combinations on the following page, we shall find that not one of them contains any combination of cards from which it would be right to lead a King, a Queen, a Jack, or a Ten. For the sake of uniformity, the Fourth-best card is led from all such combinations; (in each of the examples the fourth-best card is the 4;) from which we have this rule:—

If you have no combination from which it is right to lead a high card, lead your fourth-best.

If there were only four cards in each of these suits, the 4 would still be the fourth-best card, and therefore the correct lead.

Examining the following four combinations:—

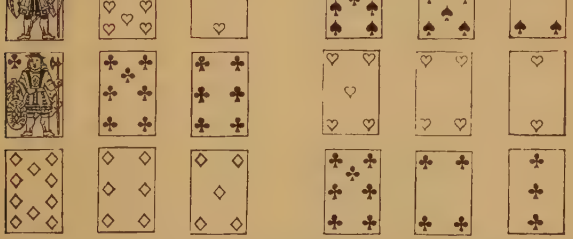


we find that none are Ace leads; because they

FOURTH-BEST LEADS.

contain neither five cards, nor both Queen and Jack. From such combinations the fourth-best is the proper lead.

Certain conditions of the hand or of the game may compel you to lead from a suit of less than four cards. In all hands of thirteen cards some suit must have four cards; but if the only one is the trump suit, and you do not want to lead it, or if it is the suit just led by the adversaries, and you do not want to return it, you should select the three-card suit having the strongest combination. A three-card suit headed by an A or a K is not a bad suit to open with, and you can lead your smallest card as if you held four in suit. If your three-card suit has nothing higher than a Q, still lead your lowest card, unless the Q is accompanied by the J, when you should lead the Q as from Q J 10. You may have nothing higher than a J in your three-card suit, as follows:



You do not like to lead from such suits; but

we have seen that you may be compelled to lead them, so such leads are called

FORCED LEADS,

and from all such weak suits you should lead the highest card. Your partner will detect the weakness at once, and it puts him on his guard not to expect anything from you during that deal.

For Practice, take the entire pack of 52 cards, give yourself a number of hands of 13 cards at a time, and after sorting them, determine what card you would lead from any of suits in your hand.

For examples of Fourth-best leads, see A's hand in games No. 5, 8, 11, 13, 15, 20, 21, 22, 23, 29, 33, 35, 37, First Series, Self-Players.

For a forced lead, see A's hand, game 3, First Series, Self-Players.

Further examples of Fourth-best leads are given in the Second Series of the Self-Players; see A's hand in games No. 5, 6, 8, 17, 18, 21, 25, 28, and 29.

PLAYING ON PARTNER'S LEADS.

Plain Suits Only.

We shall now move across the table and consider what you would do if your partner led first, and it was your turn, as Third Hand, to play to his lead.

We shall assume that *Second Hand* follows suit with some small or indifferent card.

The first thing to impress on your mind is that the suit led is *your partner's*, not yours; and that you must not appropriate it, however strong you may be. You must not trifle with it, or "finesse" in it.

To "finesse" (Fr. a stratagem) means to attempt to win a trick with an inferior card, not your best; but in such a manner as to leave your hand in the best possible condition in case the finesse fails. If this is not your object, you are not finessing, but speculating. We shall come later to the varieties of the finesse.

There is one ***Finesse,*** not only allowable but expected from the 3rd hand on his partner's lead; that is when he holds A Q ⊢, and his partner has led a small card of the suit. If 2nd hand plays a small card, 3rd hand should finesse the Q; that is, try to win the trick with it, hoping King is not in 4th hand on his left. If his finesse fails, he still commands the suit with the A.

As the duty of the 3rd hand is to assist his partner, both by getting out of his way, and by helping him to exhaust the cards that are held against him in his suit, it is first necessary for the 3rd hand to ascertain what his partner is trying to accomplish. If he leads, what does he lead from, and what cards in that suit does he want out of his way?

He may lead any one of six things: A, K, Q, J, 10, or a small card. In judging of the combination from which any one of these is led, you have two *positive* sources of information; the card led, and the cards of that suit which you hold; also two other sources, less certain, the 2nd hand's play, and the card with which 4th hand wins the trick, if he does win it.

Let us begin with the simplest elements, the card led and your own hand.

Begin by sorting your pack of 52 cards into suits, separating them. Then take any suit at random, say Spades, and place on the table the Ace opposite you, and a small card on your right. These will represent the Ace led by your partner, and the small card with which the 2nd hand followed suit. From the remaining eleven cards of the suit, take into your own hand, one at a time, each of the sixteen hands given below, and compare it with the Ace and small card of the

suit that you have placed on the table, thus:—

Then ask yourself: "From what combination of cards did my partner lead that Ace of Spades?" You holding Q J, know, at once, it must have been from A and at least *four* others. With some of the following in your hand, you infer that he may have either or both Q and J; but in none of them the K. Go over each of these, holding the cards *in the hand*, just as if you were playing.

K Q J 10 3	K J 10 7 3	Q J 10 5 2	J 10 9 5 2
K Q J 3	K J 7 3	Q J 5 2	J 9 5 2
K Q 10 3	K 10 7 3	Q 10 5 2	10 9 5 2
K Q 7	K 9 7	Q 7 5	9 7 5

This practice will soon convince you that in the great majority of cases, Ace is led from five or more in suit; so your first consideration must be to get out of the way of such a strong suit,

unless you yourself have five. If *you* have five or more, play your smallest, waiting until you see who is stronger, you or your partner. If you have only two or three of the suit, of course play the lowest. But if you have ***four exactly,*** keep the lowest, and play your 3rd best; because if partner has five and you four, that is nine cards out of thirteen; and if 2nd hand follows suit, making ten, there are only three out against your partner when it is your turn to play. He must, therefore, be (numerically) stronger, in that suit, than anyone at the table. By keeping your smallest, you have always a card to lead *which he can take;* you thus avoid the chance of blocking his suit, and you give him much valuable information, as will appear later. Even if your four are the K, Q, J, x, play the *Jack*, not the small one, on partner's Ace led. You may think this is foolish; it is *Whist*, and its advantage will be apparent in the next lesson.

Having thought this over a little, give yourself any four Spades at random, still leaving the Ace and the small Spade on the table, and determine which one of the four you would play if your partner led an A, and the 2nd hand followed suit.

Then take 13 cards from the full pack of 52, leaving the A x of *each* suit on the table, and after sorting your hand, ask yourself how you would play each suit in it to your partner's Ace

lead; at the same time noting what it is probably led from.

For examples of unblocking with four exactly on partner's Ace lead, see B's hand, games 17 and 27, First Series Self-Players.

Sort out another suit, say Hearts, and lay the King and a small card on the table as before. Then give yourself, one at a time, each of the following hands, and ask yourself "from what combination did my partner lead that King?"

A J 10 3	Q J 10 3	J 10 7 3
A J 7 3	Q J 7 3	J 8 7 3
A 10 7 3	Q 10 7 3	10 8 7 3
A 8 7 3	Q 8 7 3	9 8 7 3

When you have A J you know he has the Q; when you have the Q, you know he has the A.

In the majority of cases you can tell at once whether King was led from K A, or from K Q. In actual play if it was led from K Q, and you did not hold the A, the adversary who did hold it would take the K; and you would then know your partner had the Q. Simple as this is, many players fail to notice it and, *later in the hand*, wonder where that Queen is!

Shuffle the pack, leaving the K x of each suit on the table; give yourself some hands of 13 cards, and consider what the K was led from. At the same time think what you should play to it. It will soon be apparent that King may be led from a great variety of combinations, and

often from very short suits. You must not be too hasty in relinquishing control of the suit, as in the Ace leads.

King led gives less information to 3rd hand than any other high card.

As there is little chance of your blocking the suit, play your lowest on K led, whether you hold two, three, four, five, or more of the suit.

As to taking or passing, there is only one case where you should take partner's K led; when you hold only the A J. Your two cards are really of equal value, partner holding Q. Play the A on his King, keeping the J to lead to him, which he can *take* or pass as he pleases. If you keep the A, he cannot take it, and if later he leads his suit, your Ace blocks it by stopping him. See B's hand, game 4, First Series, Self-Players, for this play.

Sort out another suit, say Clubs. Lay the Queen and a small card on the table, then successively give yourself each of the following hands:—

A K 6 2	K 7 6 2
A 7 6 2	9 7 6 2

The small number of combinations that can be held against Queen led will further impress on your mind the certainty of what it is led from; apart from forced leads of course, which are comparatively rare, especially with good players.

As practice is unnecessary here, except to go over these four hands and notice that none contains J or 10, you may proceed at once to determine what you will play on Q led. Now, Q J 10 and others is a strong hand, and you must get out of its way. With x x x x (four *small* cards *exactly*) of the suit, no court card among them, you must keep the *smallest* to lead to partner later on; just as in Ace leads. But if you have a court card in your four exactly, *play* the *lowest* of the four to the Q. If you hold more or less than four, play the lowest, just as on A led.

In the last of the four hands given above, you would play the 6 on partner's Q led; in all the others, having a court card, play the 2.

Give yourself a few hands from the pack, leaving out the Q x of each suit, and determine what card of each suit you would play to Q led.

As to taking or passing partner's Q when you hold the Ace. On page 25, holding both A and Q, you finessed the Q, trusting it to take the trick. The only difference here is that your partner led it; but you can still keep your Ace, and trust to K being on your right. But what if you hold both A and K, and only *one* small one? If you play the small one, your A K will block partner's J 10; therefore take the Q with the K, keeping the small one to lead him later on.

With A K x x, play the smallest card.

For examples of playing on partner's Q led see B's hand, games 3 and 7, First Series, Self-Players.

Sort out another suit, this time the Diamonds, and lay the Jack and a small card on the table. Then give yourself:—

A 10 6 2	A K 6 3
A 8 6 2	K Q 6 3
10 8 6 2	K 8 6 3
8 6 5 2	Q 8 6 3

In the first four of these you infer that the J was led from K Q J x ⊢ x (*at least* two small cards). In the last four you know at once that the lead was forced, and that the J is the highest of three cards only.

In deciding what to play to it, follow the same principle as with Q leads; keep the lowest of exactly four *small* cards, no court card among them; play the lowest of more or less than four.

But if you hold A, K, or Q, shall you pass or take the Jack led? A moment's reflection will show you that if you hold K or Q, or both of them, the J was a forced lead. With the last three of the hands given above, you gain nothing by taking the J, let it pass. With A K x x you should take the J led, unless you are very strong in trumps, and can afford to risk the Q taking. With A x only, you should always take the J

led, by which you accomplish two things: you keep a small card to lead to partner; and, you let him know by your taking his J with your A that you have only one left of that suit, or none at all.

Give yourself a number of hands from the full pack, leaving the J x of each suit on the table as before.

Sort out another suit; and lay the Ten and a small card on the table, giving yourself the following hands:—

A Q 5 3	Q 7 5 3
A 7 5 3	9 7 5 3

Your only consideration is how to help your partner; how to get out of the way of his J K ⊢; or to force out the cards against him. With two cards only, the A and Q, the usual finesse of the Q would be imprudent, as your A might block his suit of K J and others.

With the second of the hands given above, it is best to take the 10 led; but if you have the Q, pass it, in the hope that the 10 may force the A if it is on your left, as you remember that the A is never in a hand from which a Ten, Jack, or Queen is led. If you hold x x x x of the suit, no court card among them, keep the lowest of the four, as in former cases. The next exercise will develop the importance of this play, and impress it more strongly on the memory.

THE ELEVEN RULE.

When a Low Card is led originally, most players regard it as a part of chaos, without meaning, and void of interest.

The presumption is that your partner has no combination of high cards from which to lead; but that, as he has always a suit of at least four cards, he has selected that; and as this card is smaller than a 10, it is his *fourth best card* of that suit, no matter how many he holds. What you want to ascertain is, what are the three cards in his hand that are *better* than the one led.

As it is not always possible to ascertain this, merely from the card led, the next best thing is to discover how many cards the *adversaries* hold in your partner's suit that are better than any or all of his unknown cards. This is very important.

To accomplish this, I have formulated the following rule, which I discovered in 1881, after much careful study. Its usefulness I have found to be so great that I wonder it was not discovered before:—

Rule: Deduct from *eleven* the number of spots on the small card led; the remainder is the number of cards that are held against your partner's suit, higher than the one led.

For example, he leads a 9. 9 from 11 leaves 2. If you hold and can get rid of *any two* cards

higher than the one led, or can force the adversaries to play them; or if your partner can catch them, his suit is "established." Don't trouble yourself with what they are, *any two* larger than the one led is the point. Suppose he led this 9 from A Q 10 9; the two cards against him are the K and the J. If he led 8 from A J 10 8; 8 from 11 leaves 3; these three are the K Q and 9. *He* knows *what* they are; *you* know *how many* there are.

The second part of my rule is this: from the remainder thus found, deduct the number of cards you hold which are *larger* than the one led; this last remainder is the number of cards the *adversaries* hold against your partner and yourself in that suit. If he led a 7, which from 11 leaves 4, and you hold A K 9 ⊢, the *adversaries* hold only one card higher than the 7 led by your partner.

As an example, take into your hand the A K 9 3 of any suit; place on the table the 7 as led by your partner, and the 10 as played by the 2nd hand. You play the K to win the trick; 4th hand plays the 4. You can locate the whole suit. The 7 from 11 leaves 4, all in sight. Then your partner's suit is established as soon as you get rid of your A and 9. On your right are no more; on your left can be only the 5 and 6, either, both, or neither. Your partner has the 2 with his Q J 8.

Your knowledge of the eleven rule here tells you three things; your partner had six cards when he led; his suit is established; the player on your right will trump if you lead the suit again.*

Practice the foregoing by taking several hands of 13 cards from the pack; and after sorting them, place two small cards of any suit in the centre of the table; assume that your partner led one, look at the same suit in your own hand, and apply this rule. The card played by 2nd hand is often larger than the one led, and can be counted. In actual play the 4th hand may win the trick, or play a card larger than the one led, which can be counted.

In this practice be careful to observe where the card you assume to be led by partner is obviously impossible, or wrong. For example; you have placed on the table the 8 and 7 as played by your partner and 2nd hand; but on sorting your own 13 cards, you find the A Q 9 of that suit. 8 from 11 leaves 3, all of which you hold. The only 3 that he can hold above an 8 are the K J and 10; from which he should have led the 10. This practice in detecting such inconsistencies is of great value, and should receive special attention.

* Mr. E. F. M. Benecke, of Baliol College, Oxford, England, in a letter to the London "*Field*," of Feb. 15th, 1890, claims to have independently discovered this rule; at which I am not at all surprised, having often wondered why it was not discovered by every attentive player; but as I first discovered it in the winter of 1880-1, I wrote claiming the priority of the discovery and giving a brief account of how it came about. This appeared in the "*Field*" of Feb. 8th, 1890.

REMARKS.

The only alteration in your play as 3rd hand, will be if 2nd hand does not follow suit. In that case you must not be in too great a hurry to "unblock," but await developments, and play your lowest always, even from exactly four cards of the suit.

I trust it is not necessary to tell you that in winning, or attempting to win any trick, you should do so as *cheaply* as possible. That is to say, if you hold A K Q of a suit led up to you, take it with the Q. If you hold J 10, the 10 will take it as well as the J. Some "dark" players, thinking A K Q are "all the same" if in one hand, play the A, to deceive their adversaries as to the position of the K and Q; but they deceive their partners only, who are afraid to lead the suit again. So with small cards, if you have the 4 3 2, play the 2; you cannot be too careful in this respect. At all stages of the game take tricks with the lowest card that will take them. If A and Q have been played, and you hold K J, play the J. The only exceptions are in trumps led by your adversaries, or so late in the hand that it is of no importance to your partner what you play.

We shall now consider what you should do on the *second* round of the suit.

SECOND ROUND.

Going on with Plain Suits.

First Hand. To simplify matters, we shall for the present disregard the cards played by others to your first lead, and suppose them to be small or indifferent ones. This will imply that you *won* the first trick with the first card you led, and will confine our attention to hands from which high cards are led first.

The question is: What will you do next? One simple rule covers a large part of the answer: ***On the second round of any plain suit, play the best card if you hold it.*** This applies equally to 1st, 2nd, and 3rd hands, of course each winning as *cheaply* as possible. For instance; if you hold K 7 4 2, and the A fell the first round, no matter what your position, play your K on the second round if the others follow suit. With K Q J 2, if A fell first round, play the J on second round, winning as cheaply as possible. With K Q 2, play the Q. Both yours are the *best*. This play is based on the apprehension that the suit may not go round three times.

But when you are to *lead* the second round of a suit, in which you led and won the first round, you may have several cards, all of which are the best. With which should you go on? As in the

previous instructions, keep on the table a sorted pack from which to take the various combinations of cards here given. I may repeat, that if you read this book without the cards in your hand, you will simply waste your time. You may have theories to the contrary; but I am stating a fact learned from long experience, and before facts all theories must give way.

FOLLOWING KING.

Take any suit, say clubs, and give yourself the A K Q J 10. In the first round you led the King; three small clubs fell. With which card shall you go on? Any one of the four cards remaining in your hand is just as good as the A. You can play any one of them and still be following the rule. Which one shall it be, and why?

As it is a matter of indifference to you, the person whose interest should be considered is your partner. He is saying to himself: "Partner led a K on the first round, which he might have done from any one of eleven different combinations. His winning the trick reduces them to eight that contain an A. Which one of the eight is it? By his first lead he told me he had one of eight things out of thirty-two possibilities. By his second lead can he not tell me which *one* of those eight he holds?"

He can indeed; and with such accuracy that he might as well lay his cards, face up, on the table. That is *Whist.*

Lay out on the table from the four sorted suits, the four following combinations:—

No. 1. A K Q J 10
No. 2. A K Q J 6
No. 3. A K Q 10 2
No. 4. A K Q 4 2

Taking these one at a time into your hand, first play the King, which is led in plain suits. These suits being of the same length, and length not being indicated by a K lead, you can only indicate their *strength* by your next lead. This strength lies in the *length* of the *sequence* they contain.

In Whist, a "***Sequence***" is a series of two or more cards, next in value to each other, such as J 10—J Q K—K A. Each of these four hands contains a sequence.

With a view to your partner's information, select a different card to lead from each combination on the second round.

For the sake of regularity in doing so, follow this rule:—

Make the long jump for the long sequence; the short jump for the short sequence. None of the "books" formulate this rule; but all good players unconsciously follow it. To illustrate:

In No. 1 continue with the 10; the longest jump

you can make; because the longest sequence of high cards you can hold.

In No. 2 continue with the J, a little shorter jump; informing partner that your sequence ends there, and that you have *not* the 10.

Nos. 3 and 4, the Q. This tells him you have *not* the J.

In each of these cases your partner understands your hand perfectly. He knows you have the Ace; because your King won; and he assumes that you know enough about Whist to go on with the best card of the suit on the second round. Then, if you go on with the 10, having the Ace in your hand, the 10 must be as good as the Ace. In other words, you have also the Q and the J.

Now change the combinations on the table to the four following:—

No. 1. A K J 10 5
No. 2. A K J 4 3
No. 3. A K 10 6 2
No. 4. A K 6 5 3

In these the Q is missing. You cannot run the risk of her taking a trick adversely; but must follow the rule—"on second round of the suit, play the best card"—the A. The information to your partner is: "I have not the Q"; for we have just seen that A does not follow K when Q is present.

Now lay out the two following combinations:—

K Q 10 5 3 K Q 7 5 2

If your K won the first round, it is evident that

your partner should hold the A; continue with your original fourth-best, the 5, in each of these hands, and let him take the trick. But if your K was taken by the A on the first round, your Q became the best, and should be played on the next round of the suit. The adverse A winning your K, told partner that you held Q.

Now lay out the three following:—

K Q J 10 K Q J 2 K Q J

With the first of these, having the long sequence, you make the long jump, after winning with the King, down to the 10; informing partner that you hold both Q and J, but *no small cards.* With the other two combinations you can inform your partner as to the length of the suit, by following the the same principle:—***Make the long jump for the long suit; the short jump for the short suit.*** Whether your K won or not; if you had only *three* cards, K Q J, make the short jump to the Q; if you had *four* cards, the long jump to the J. (With *five* cards in suit, J is led first, you remember.) If your partner holds A; or if it won your K adversely, he knows you have Q. Continuing with Q or J tells him you have J also; continuing with your fourth best, that you have *not* the J; just as with A K, no Q.

For Practice, deal a number of hands from the 28 card practice pack, and pick out all the

K leads, noting carefully the card that should follow on second round.

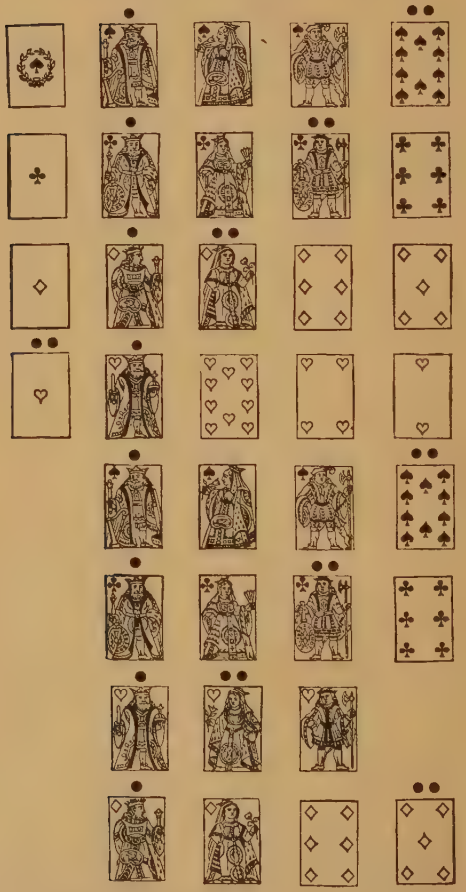
For examples of *second* round of K leads see A's hands in games No. 2, 4, 6, 9, 30, 31, 32, of the Self-Playing Cards, First Series.

On next page you will find the entire system of long and short jumps in the King Leads.

Further examples of the second round of King leads are given in the Second Series of the Self-Players; see A's hand in games No. 1, 12, 16, 26, and 30.

THE KING LEADS.

Second Round.



The jump is from one Dot ● to two Dots ●●

FOLLOWING ACE.

Lay out the following four combinations, and take them one at a time into your hand, as you did the King leads:—

No. 1. A Q J 10 2	No. 3. A Q J 3
No. 2. A Q J 4 2	No. 4. A Q J

Having first led the Ace from any of these hands, two things are to be kept in view; to force the K out of your way, leaving you with the command of your suit; and to let your partner know what your suit consists of. In each of these hands you have a sequence (see page 38), *any* card of which will either force the K or win the trick. With a view to the other object, partner's information, select, as before, a different card in each case, and follow the same rule of long and short jumps. In No. 1, the long jump will be (from the A of course, which was led first) to the 10. In No. 2, as you have *four* cards left, make the long jump, to the J. In No. 3 or 4, having only *two or three* cards left, make the shortest jump, to the Q. Any of these second leads will force the K, and each conveys different information to partner.

Now lay out the following:—

No. 1. A Q 10 4 2	No. 4. A J 8 4 3
No. 2. A Q 6 4 2	No. 5. A 10 7 4 2
No. 3. A J 10 4 3	No. 6. A 9 7 4 2

In these you cannot be sure of forcing the K

and at the same time clearing your suit. If you lead the Q from No. 1, and it forces the K, the J still commands your 10. If you lead the 10 the J might win it, and the K be still against your Q. You cannot clear the others any better. In any of these to lead the Q, J, or 10, would be to throw it away. Turn to page 38, and read that *rule* again. Whoever holds the K will play it, no matter what you lead; because this is the second round of the suit (unless he has Q also, and plays that; which would indicate he holds K). Your best play, then, is a small card. You remember, when you had no high card combination to *begin with*, you led your fourth-best. Having now no high card combination to *go on with*, lead your fourth-best; that is, the card that was the fourth before you led your A. In all the hands on the table, this card is the 4. No matter how many of the suit you hold, adhere to this rule, which we shall find universal:—

When you do not follow a high card led with another high card, lead your fourth-best.

It accomplishes both objects: forces the high cards against your suit, and informs your partner that *two* of the cards remaining in your hand are larger than the one led; but not large enough to form any of the regular high-card combinations.

For Practice, give yourself several hands from

the 28 card practice pack. Pick out the A and K leads, giving special attention to the *second* card to be led in each.

For examples of *second* round of A leads, see games No. 1, 17, 18, 19, 27, and 40, Self-Playing Cards, First Series.

FOLLOWING QUEEN.

Lay these out on the table:—

Q J 10 4 2 Q J 10 5

Leading Queen tells your partner that you hold J and 10. You can inform him of the number of small cards in your suit by making the short jump, to the J, for four cards only in suit; the long jump, to the 10, for five or more. If your Q won, continue as usual; for partner must have A, and 4th hand cannot have K. If 2nd hand has K, and plays it on your second lead, partner will take it. If not, partner will let your J or 10 win the second round, and will still hold A over the adverse K.

On page 48, you will find the system of long and short jumps in the Ace and Queen leads.

In the Second Series of Self-Players, several examples of the manner of following the Ace leads are given. See A's hand in games No. 3, 9, 10, and 13.

ACE AND QUEEN LEADS.

Second Round.

The jump is from one Dot ● to two Dots ●●

FOLLOWING JACK.

Lay out the following:—

K Q J 10 2 K Q J 4 3 2 K Q J 6 2

Having five or more in suit, headed by the sequence of K Q J, you lead the J first. In the first of the above combinations you go down to the bottom of the sequence, the long jump, to the 10, just as you did with K Q J 10, and no small cards. Your leading Jack first indicated that you had *five* in suit. The other two combinations are exceptions to the rule on the second round, as you remember they were on the first. For the long suit of *more than five*, you jump only to the Queen; for *five only*, to the King. In either case, continuing with the Q or K, informs your partner that you have not the 10. I may say that if the Ace won your Jack adversely the first round, and the suit is not led again for a few rounds, it is better to go on with the King in every case, that being the best card of the suit; for fear your partner might fail to see the meaning of the Queen, and might trump it.

FOLLOWING TEN.

Take into your hand the following combination:

K J 10 6 3

Having led the 10, everything depends on your

ability to infer where the higher cards lie. If your 10 has won, follow with your fourth-best, the 6, as your partner must have the Q at least, perhaps both the Q and the A. If the 10 forced the A, your King became the best card of the suit, and should be led on the second round. If your 10 was won by the Q, you remain with the 2nd and 3rd best, either of which will force the A and leave you in command of the suit with the other.

FOLLOWING FOURTH-BEST.

It is not to be supposed that you will win the trick when you lead a small card; but when you get the lead again you should go on with the best card of the suit if you hold it. Lay out:—

A 7 5 4 K 9 4 2 Q J 3 2

In the first of these you led the 4, and on the second round you must play the best card, the Ace. In the second, if the Ace won the first round, your K is the best and must be led on the second round. In the third, if either the A or the K won the first round, you force the other by leading your Q, and remain with the command. If this Q wins, your partner may easily be inferred to hold the higher card.

When you have no high card with which to follow a fourth-best, your play will be guided by inference, which we shall consider later.

FOLLOWING FORCED LEADS.

If your first lead won, such as Q led from Q J x, you continue with the next highest, on the principle of a very short jump for a very short suit.

For Practice, give yourself a few hands from the full pack of 52 cards, noting all the leads for both first round and second.

For examples in Self-Playing Cards (First Series) of second round of Q leads, see A's hand, games No. 7 and 16; of J leads, games No. 10, 12, and 26; of Fourth-best leads, games 5, 8, 11, 13, 15, 20, 21, 22, 23, 29, 33, 35, and 37; and of Forced leads, see A's hand, game 3.

☞ You should repeatedly practise at any odd moments by taking hands from the pack at random, noting the *first* and *second* card to lead from each combination, until you become *au fait* in all the leads. Nothing is more important.

PLAY OF THE THIRD HAND.

We shall now consider a very important part of Whist—the play of the 3rd hand on his partner's lead in the second round of the suit.

You have already had practice in estimating the hand by the *first card led.* If you have made an

effort to compare it with those of the same suit in your own hand, you will not easily forget *what suit it was that your partner led*, and so declared as his best. Some persons, to assist their memory, always place trumps to the left; partner's opening suit next them; and the *right-hand* adversary's suit to the extreme right.

As we have already seen, the great point with the 3rd hand is to watch partner's suit, and assist in establishing it; either by forcing out the commanding cards held by the adversaries, or by getting rid of those he holds himself.

This last point is sadly neglected, even by the best Whist-Players.

To do this intelligently the 3rd hand must watch his partner's leads, the cards played by the adversaries, and his own hand; and must try to infer as nearly as possible what his partner still has of the suit. He must then adapt his play to the circumstances of the case. This requires only a thorough knowledge of the leads, and a little common sense.

We are about to consider suits that are, and that remain, your partner's. You remember, as previously told, that if you proved stronger than he, the suit became *yours*. These cases are not considered here.

In the following exercises, I have indicated, at the beginning of each paragraph, the exact com-

bination of cards that you are to take from the sorted suits on the table, and which you ought to hold in your hand, as if you were playing a game. Then I give the cards of the same suit supposed to be played by the 2nd and 4th hands, including of course your own. I advise you to change the suit occasionally, that your eyes may be equally accustomed to the fall of the cards in any suit.

N.B.—It is imperative that you should take from the pack the cards indicated as those played by the others, and lay them in the middle of the table. You must study, not so much the words of this book, as the cards *on the table*, as they are supposed to have been played. Remember you are *Third Hand*, and the lead comes from your partner, who sits opposite you.

At first you may leave both first and second rounds of the suit exposed face up on the table. After you have been over these exercises once, I advise you to go over them again, turning the first round face down, before you proceed with the second round. This will require you to *observe* carefully the cards played in the *first* trick, and will greatly improve your so-called ***"Whist-memory."***

There is no such thing as Whist-memory; the trouble is, simply that some persons do not *look at* the cards that are played, and do not *know why*

they are played. Of course they cannot remember things they never saw or understood. You will never remember how many chairs there are in a room unless you *count* them. The same is true of trumps played; if you don't *count*, you cannot *remember* them.

In going over these exercises, do not read *my* inferences until you have done your best to make your own. Do not look at the card *I* say you should play on the second round, until you have selected one *yourself*. Do not hurry; do not worry; you have now neither partner nor opponents to find fault with you for being somewhat slow at first. After a little practice, you will be able to draw these inferences with wonderful facility the moment the cards fall upon the table; a result which otherwise is possible only after many years of such practice as is afforded in the hurry and confusion of actual play.

Seat yourself at a table with plenty of space on it; the book to your left. Sort the 52 card pack into suits, the suits in order, and keep each suit in a separate pile on the opposite side of the table, ready for use.

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1. Always BEGIN by getting out the hand indicated in the margin. *2.* Place the cards of the first trick, and note *your* inferences, comparing the cards on the table with your own hand, and using

your knowledge of the leads. *3.* Place the two cards, one led by partner, one played by second hand on the *second* round of the suit, and think what card you will play, and why. *4.* Look at what *I* say you should play, and *why;* then at what 4th hand plays to the second round. Draw your own inferences before you look at those given by me.

Let us begin with:—

K 4 3. A led; 5 2nd; 3 yours; 6 4th. Then, Q led; 8 2nd; partner declares only four cards in suit, as shown by his leads, A Q. He has not the 10, or he would have jumped down the sequence to it. As no one can play the 2, he evidently remains with the J and 2. As one of the opponents must have the 10, perhaps guarded, you cannot risk playing your K to unblock; you play the 4; and 4th hand plays the 7. The position of 9 and 10 is uncertain.

K 10 3. A led; 5 2nd; 3 yours; 4 4th. Then, Q led; 8 2nd; (remember, after placing the cards, not to read what follows until you have exhausted your own inferences; draw every inference possible). Play your 10, keeping the K, so that partner may know you have it. 4th hand plays the 6, so you know he has the 7 at least, and partner has only the J and 2. If 4th hand holds both 7 and 9, your K will be wanted to save the fourth trick.

K 7 4 3. A led; 2 2nd; 4 yours; 5 4th. Then,

J led; 8 2nd; partner has Q x ⊢ x left. You kept the lowest of four exactly when A led. You now play the 7, and the 4th hand *trumps*. This marks the 6 and 9 in your partner's hand; and the 10 in 2nd hand.

K 10 3. A led; 4 2nd; 3 yours; 2 4th. Then, J led; 5 2nd; partner declares Q x ⊢ x still in his hand; your K and 10 are of equal value; but the K will block the suit, the 10 will not; so take this J with your K. 4th hand plays the 9; he has no more. 2nd hand cannot have more than one left, if any.

K 4 3. A led; 6 2nd; 3 yours; 7 4th. Then, J led; 8 2nd; partner declares Q x ⊢ x in hand. Your K will block his suit; play it on his J, and keep your 4. 4th hand plays 9. One of the adversaries has no more, the other has the 10 single, and partner has Q 5 and 2.

K 4 3. A led; 5 2nd; 3 yours; 6 4th. Then, 10 led; the 2nd *trumps*. Play your K just the same. Partner knows you must have the 4, as it is not played. By leading the 10, the spots on which can be counted, he informs you that (11—10=1) there is only *one* card against him higher than the 10; and he wants it out of his way. 4th hand plays the 7, and may have the 9, perhaps the 8 also. Partner has the 2.

K 7 4 3. A led; 2 2nd; 4 yours; 5 4th. Then, 10 led; 8 2nd. You play your 7 on the 10; be-

cause you still have the 3 to put partner in with. The 4th hand *trumps*. Partner has the 6.

K 4 3. A led; 5 2nd; 3 yours; 6 4th. Then, 7 led; 10 2nd. Partner continued with his fourth-best. You know he has the 2 only *below* the 7 led; so he had exactly five cards in suit originally. There are still two cards out against his hand; 11—7=4; the 10 is played, you have the K, the adversaries have the other two. Here you must follow the rule:—"second round, best card of the suit if you hold it." Play your K; 4th hand plays J; one adversary has no more.

Q 4 2. A led; 6 2nd; 2 yours; 5 4th. Then, 9 led, 7 2nd; partner has at least five cards in suit. You know he has the 3; and two cards (11—9=2) are out against him. One of these, the Q, you hold, the other must be the K; because K is never in a hand from which A is led. If 2nd hand had held it, he would have played it on this (the second) round. So 4th hand must hold it, and if you play the Q of course you will lose it. But you will lose the trick in any case, and if you *don't* play the Q it will block your partner's suit. You know positively, by deducting 9 from 11 that the only card out against your partner is the K; 4th hand has it, and will take the trick no matter what you play. Therefore unblock by playing your Q, and keeping your 4. 4th hand plays the K. The position of the 8

only is unknown to you.

Q 10 2. A led; 9 2nd; 2 yours; 3 4th. Then, 7 led; K 2nd; partner had at least five; 11—7=4 against him. Two of these you hold, the other two have been played by 2nd hand. Your Q blocks his suit; your 10 does not; so play the Q. 4th hand plays the 5. 2nd hand has no more. Partner holds the J, 8 and 4; the 6 is with 4th hand, or with your partner.

Let us now examine a few cases where you held *exactly four of the suit*, and kept your smallest on the first round, when partner led A. If you kept your smallest in the first round, you must still keep it in the second. If you had originally 10, 8, 4, 2, and to A led by partner you played the 4, you must now, second round, play the 8 or 10, so as not to conflict with an artifice known as the "call for trumps," which will be explained later.

K Q J 2. A led; 8 2nd; J yours; 3 4th. Then, 6 led; 2nd hand *trumps*. Partner had at least five in suit; 11—6=5 against him; you hold three, one (the 8) is played; play your Q to the 2nd round; your K will take the single card still against your partner, and the 2 will prevent your blocking the suit.

8 6 4 3. A led; 7 2nd; 4 yours; 9 4th. Then, J led; K 2nd; partner's lead declares Q x ⊢ x still in hand. He has the 5 and 2. Had you played your 3 to the first round and the 4 now,

his suit would be blocked; but by now playing the 6, your 3 will put him in, after the 8 is played on his Q. 4th hand plays 10; adversaries have no more. This shows the importance of playing "bad hands" carefully.

8 6 4 3. A led; 5 2nd; 4 yours; 7 4th. Then, 9 led; K 2nd; you play, second round, the 6; 4th hand the J; and now you know, K and J having been played, that partner's suit is established, for these two (11—9=2) were the only ones out against him. He has the Q, 10, and 2. The adversaries have no more of the suit.

I may remark that even if your four cards exactly are of the same practical value, such as Q J 10 9, follow the same principle; play 10, then J to partner's A led; always keeping the lowest of four exactly. Nothing is lost by so doing, and it may afford him very valuable information.

If the 2nd hand trumps your partner's A on the first round, you must use some judgment in your play. For example:—

Q 10 8 2. A led; 2nd, *trumps*. You will have plenty of time to unblock with your high cards after you see your partner's fourth-best, and can estimate his hand. In this case play your lowest, the 2, and wait.

J 10 3 2. K led; A 2nd; 2 yours; 7 4th. Then, Q led; 9 2nd. We have seen that K led gives little information. As to length of suit it gives

none; but the cards played by *others* may tell us a great deal if we observe them, and may put us on our guard to unblock a long suit. Here, as soon as 2nd hand played the 9 to the second round, you knew partner held the three missing small cards; these are the 6, 5 and 4. So you play your 10 to the 2nd round, keeping your 3 to lead up to partner's small cards; otherwise your J and 10 would block his suit.

A K 6 2. Q led; 7 2nd; 2 yours; 5 4th. Then, 10 led; 9 2nd. With one or more honors in four cards exactly you do not keep the lowest to anything but *A* led; but you must be ready to unblock on the *second round* if necessary. Partner here declares J x—x still in his hand. You must play your K on his 10, otherwise you block his five-card suit. 4th hand plays the 8; and you know the adversaries have no more, and partner's small ones are 4 3.

A 7 5 4. Q led; 3 2nd; 4 yours; K 4th. When partner gets the lead again, he continues with the 10; 6 2nd. Partner declares J x—x still in hand; by playing your 5 on the second round, you still have the 7 to lead to him, and do not block his suit. Partner knows you have the A as soon as the 4th hand *trumps* the second round, and he knows you would have played it, if you had not had still a small card with it in your hand. For instance, if you had held:—

A 5 4. Q led; 3 2nd; 4 yours; K 4th. Then, 10 led; 7 2nd. Your play second round is the A, although you know the 10 will win the trick. Partner has declared J x—x in hand. Keep your 5, which will not block his suit. 4th hand plays the 8. One of the adversaries has the 9, and partner's two small cards are 6 and 2.

A 8 4 2. Q led; K 2nd; A yours; 6 4th. Then, 10 led; the 2nd hand *trumps*. On the *first* trick you could locate 5 and 3 in partner's hand; for, as we shall presently see, you would know, in actual play, that 2nd hand had no more, the moment he played the K. Now your only chance to unblock partner's suit is to keep your 2, and play your 4 to the second round. 4th hand plays the 7, and still has the 9.

A 7 4. J led; 6 2nd; 4 yours; 5 4th. Then, K led; 10 2nd. Partner holds the 3 and 2. The K following J declares *only* five in suit; so the 9 is in 4th hand with the 8. 2nd hand has no more. You play your A to unblock; and 4th hand plays the 8.

If the following occurs you must not be too hasty in unblocking:

A 7 4. J led; 6 2nd; 4 yours; 5 4th. Then, K led; the 2nd hand *trumps*. Cavendish says you "may" lose a trick in such cases, "but the risk ought to be run." In this case there is no *may* about it, except that you "may" be careless.

Study these cards. Partner, by following J with K, declares Q and *only two others*, which you know are the 3 and 2. You also know that 4th hand holds the 8, 9 and 10, and will stop your partner's suit if you give up your A. Play the 7 in such a case.

A 7 4. J led; 6 2nd; 4 yours; 2 4th. Then, Q led; 9 2nd. Partner declares *six* in suit; they are the 8, 5 and 3. Whichever adversary holds the 10, it is unguarded. Play your A on the Q. 4th hand trumps.

A 7 5 4. J led; 6 2nd; 4 yours; 2 4th. Then, K led; 9 2nd. You play the 5, and 4th hand trumps. Then you know partner holds Q 8 and 3; the 10 is on your right.

With any four small cards exactly, and *no honor*, you *keep* your lowest even on Q, J or 10 led. Whether the cards block the suit or not, you must play a uniform game. It informs your partner,

10 9 8 3. J led; A 2nd; 8 yours; 2 4th. Then, K led; the 2nd hand *trumps*. You know partner has Q x x left, and 4th hand holds the other two. You play the 9; 4th hand the 6; partner has 5, 4.

A Q 8 2. 10 led; 5 2nd; 2 yours; 4 4th. Then, 3 led; 6 2nd. You have already learned that with A Q x x you should play a small card to 10 led in the first round. The 10 having won the first round, you know your Q will win this, so play it. Partner continuing with the 3 shows only four in

suit originally; K J left. Your 8 will put him in if you keep it. 4th hand plays the 7; and you know one adversary has the 9. If partner had the 9 he would have led it on second round, because it would have been his original 4th best.

A Q 2. 10 led; 5 2nd; 2 yours; 4 4th. Then, 6 led; 8 2nd. The 6 following the 10 shows two still out against him (11—6=5); one (the 8) is played; two you hold. You must play your *A*, not the Q; or you block the suit. Partner can take your Q with his K; but the A would stop him effectually. The 4th hand plays the 7, and you know partner has the 3; one adversary the 9 single.

These exercises apply to ***Plain Suits only.*** There is *no possibility of blocking trumps;* but such tactics may be useful to keep partner in the lead.

The preceding exercises should be gone over several times, *turning down* the cards played to the first trick. You must try to remember them, and then lay out the cards for the second round, your partner's lead and 2nd hand's play. Then, draw all the inferences you can, before reading mine, or playing.

RETURNING PARTNER'S SUITS.

We shall, for the present, pass over the play of the 3rd hand on the return of *his own suit* by partner; because any departure from the obvious course of winning the trick if he can, with the best if he holds it, but as cheaply as possible (see page 37), must be governed by considerations that are peculiar to "finessing" which will be discussed at a later stage.

But we may now consider upon what principles the First Hand should return his partner's suit.

Information may be conveyed by the mere fact of your either returning it at once, or opening your own suit first.

It is a settled maxim that if you hold ***the best card of your partner's suit,*** you should lead it before opening your own; because if you do not, he is justified in supposing you do not hold it; and, thinking it against him, he may lose a trick by a speculative finesse. The theory is, that as it is the best of the suit, you will win the trick with it, and *still having the lead*, can then open your own suit.

Therefore, in all cases where you have successfully finessed the Q from A Q ⊢ on your partner's first (or original) lead, *at once* lead the *A* in return. If the K was in 4th hand and won your Q, upon

getting the lead again, at once lead the A of your partner's suit, before opening your own.

Take into your hand one at a time, the following:—

A K Q 2	A Q J 4
A Q J 10	A Q 6 4

Supposing you won the first trick with the 10 J or Q, what would you do? Open another suit, or return your partner's; and if the latter, with what card?

Some players holding A Q J, are so pleased at winning a trick with the J, that they will not return the A; but wait for partner to lead the suit again. This is bad play unless you are very strong in the suit, in which case it might be called *your* suit, and not his at all.

With the Second and Third best of your partner's suit, you can help him thus:—

Q J 10 3. 6 led; 2 2nd; 10 yours; A 4th. You have now Q and J, which are the 2nd and 3rd best; (the K is best). By leading the Q, if you get the lead and return the suit, you do just what your partner would do, try to force out the K if it is against you. If partner has it, no harm is done, that being his long suit, he will pass your Q. Take another case. You have

K J 10 3. 4 led; 5 2nd; K yours; A 4th. On leading back to partner, your J and 10 are 2nd and 3rd best (the Q is best; so lead the J to him,

forcing the Q, if held adversely, and clearing the suit.

One of the most important and imperative rules in Whist, is: ***If you hold only two more of your partner's suit,*** and lead to him in the second round, you must ***return the higher of the two cards.*** Take:—

A 6 2. If 3 was led; 5 2nd; A yours; 4 4th. Return the 6, not the 2. With K 6 2, whether your K wins or not, return the 6, not the 2. But with

A 6 5 2. Suppose 4 led; 7 2nd; A yours; 8 4th. In this case you have *three* cards left of the suit; therefore return the *smallest*, the 2.

K 6 5 2. Suppose 4 led; 7 2nd; K yours; A 4th. If you get the lead again, return the smallest of three remaining, the 2. If your K *won* the trick, do the same, return the 2. Take

K J 2. Suppose 4 led; 5 2nd; K yours; 3 4th. Having only two cards left, return the J, not the 2. If A in 4th hand had won your K, you would return the J and keep the 2 when you led again. But if you had

K J 4 2. Suppose 3 led; 5 2nd; K yours; 8 4th. Having *three* cards left, return the 2, not J.

The correct returning of partner's suit is so important that it would be well to go over all the thirty-two combinations given in the former part of this book (page 5), filling them up with small cards to suits of three, four or five, and consider

what card you would return, supposing your partner had led a small card, and you had won the trick. For instance: with K Q J 3; winning with your J, and holding 2nd and 3rd best, you would return the K. With J 10 9 2; if your 9 won, you return the 2; your J 10 are not the 2nd and 3rd best, as A K Q are not yet played.

Many players, holding only a few small trumps, and wishing to make them win by "ruffing," will at once return their partner's suit if they have the lead and only *one* card of it.

Be careful in such cases as this:—

9 8 3. 2 led; 4 2nd; 8 yours; 7 4th. Your winning the trick with the 8 shows that 4th hand has nothing larger; and his playing the 7, that he has no more. Partner's lead of the 2 shows he had only four in suit, and no high combination. All the strength is on your right, and you should ***never lead up to a strong adverse hand.*** Do not return the suit. Leave it to partner to manage as he thinks best.

You should return your partner's suit at once, if you hold the best of it; or, if you have no strength or combination of high cards in any other suit to lead yourself. Such hands as K x x x, or A x x x, are not combinations, nor are they very strong suits. You can accomplish nothing by opening them; and unless you can *accomplish something* in another suit, do not lead it; but re-

turn your partner's. By so doing, you advise him at the outset not to depend on you for any suit of strength or importance. By leading your own suit first, you declare that *you have not the best card of his suit* (very important information); but that you are tolerably well off otherwise.

But if you lead *trumps* instead of returning his suit, you say to him: "Never mind whether I have the best of your suit or not; abandon *your* plans for the present, and help *me* to exhaust the trumps; for I have a great hand."

As the proper management of your hand is very important when you have won a trick, but were not the original leader, I have thus formulated the ***order in which you should question your hand*** in deciding what you should do:—

1st. Do I want the trumps out at once?
2nd. Have I the *best* card of my partner's suit?
3rd. Have I a pretty good suit of my own?
4th. Can I do nothing better than return my partner's suit?

Commit these questions to memory, and when you are playing, go down the scale, and the first affirmative answer your hand gives, lead accordingly.

For Practice, give yourself a number of hands from the 52 card pack; suppose in every hand that partner led a small card of some definite suit, say always *Hearts;* and determine how you would play your hand both in winning and returning the suit.

THE TRUMP SUITS.

The main point to be kept in view in handling the trump suits, is, that they cannot be trumped. In a plain suit, if you have five cards, some one is probably short, and if your hand contains, say A K, you should hasten to "make" them. The longer you keep them, the greater is the danger of their being trumped, as players weak in that suit will discard it. In *trumps* this danger is impossible. Your A, K will take two tricks with equal certainty at any stage of the hand.

Trumps are chiefly useful for two purposes. 1st, *to lead*, thereby exhausting them, so as to prevent any interference with your strong plain suits, which might otherwise be trumped. 2nd, *to "ruff"* or trump with; either to stop an adverse winning card or lead, or to get the lead yourself. The first purpose is the more important, and it is usually well to lead trumps when they are your best suit; or when you have at least five of them; or when you have four, all *very* good ones. Some players always lead trumps from five. I have known very good players who led trumps from two only, when they had a very superior hand, and *all* suits well protected.

Experience has taught me that leading trumps may depend much on the state of the nerves,

what you had for dinner; or your respect or contempt for your opponents, especially the last.

Many players who have great confidence in their skill in the management of the plain suits, will always lead the trumps first, if opposed to very weak players.

It is entirely a matter of judgment, depending on the score, the rest of your hand, the turn-up trump, and such matters. But remember that if you have a poor hand in plain suits, this is no reason why your *partner* should not be strong. You may be told not to lead trumps even from five, if the rest of *your* hand is very bad. This does not justify misleading your partner by opening a miserably weak plain suit. If you are both weak, you cannot win tricks. Even if you had a chance for a cross ruff with your weak or small trumps, your adversaries, being strong, would immediately stop it. To handle trumps well requires judgment and long practice.

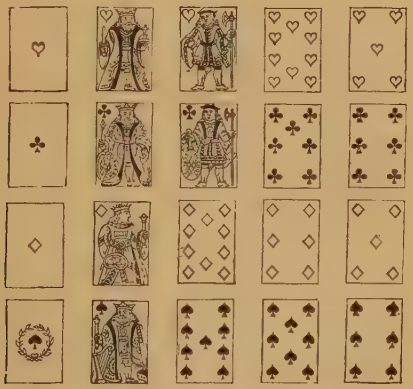
It is generally considered wise to lead trumps if you have at least four of them and an established suit. For instance, if you have A K Q J of Spades and four trumps, your Spades are established without any playing; lead the trumps. If after two rounds of a plain suit you find it established in your hand, lead trumps from four.

A suit is ***established*** when you can take all the remaining tricks in it, no matter by whom led.

A great many examples of the proper management of trumps are given in the Self-Playing Cards.

THE TRUMP LEADS.

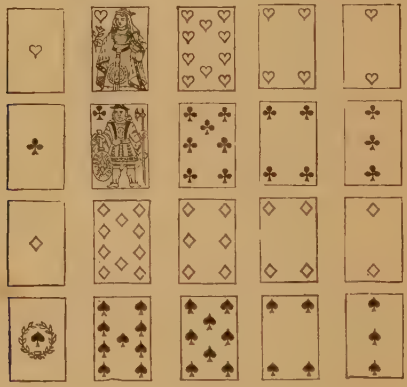
Lay out the following four combinations on the table:—



These come under the principle that A K of trumps must "make" in any case; so when you lead trumps from such combinations it may be well to lead the *fourth-best* card; unless you are so anxious to exhaust trumps that you want to make sure of two or three rounds of them at once. In that case, lead K, then A, then 4th-best; making *sure* of three rounds of trumps. By leading your

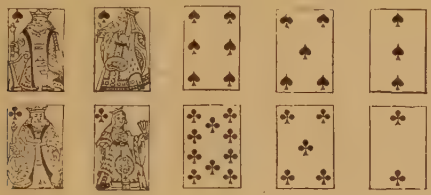
4th-best, when not particularly anxious to exhaust trumps, partner may make the Q, or 4th hand may be unable to win your partner's card. The strength or weakness of the various hands may thus be exposed in various ways, which could not occur if you led K, and everyone played his smallest and looked undismayed.

Lay out the following four combinations :—



Here, in plain suits, A is led; because with so many in suit as five, it might be trumped second round. In trumps the A is good any time; so you lead your *fourth-best*, (the 4 in each of these hands) and give your partner a chance. But as with A K and others, if you are very anxious to get trumps out at once, you must lead your A first and take no chances on your partner's strength.

Lay out the following:—



These being trumps you need not waste your King in the attempt to force the command of your suit, unless you have the 10, which with the Q will form a tenace over the J. From the first of these, lead the fourth-best card, the 5, and you may afterwards make both your K and Q. From the second, having the 10, lead the K, as in plain suits.

Lay out the following:—

No. 1.

No. 2.

No. 3.

No. 4.

In these you are so strong that you can begin with a high card in all of them; but they are not led like plain suits. In the plain suits you begin with the K, for if you began with a J or 10, and partner had none of the suit he might trump it. This cannot occur in leading trumps; so in each of these hands you begin with the *lowest* of the sequence of high cards, in order that the adversaries may not know exactly where the higher cards lie; and in order to inform your partner of your exact strength. Lead the 10 from No. 1; the J from No. 2; and the Q from Nos. 3 and 4.

In all other combinations, such as A Q J ⊢: K J 10 ⊢; &c., the chief object is to force out the cards against you, and leave you in "command" of the trump suit, so that you may make tricks in it. These are led just as in plain suits.

For Practice, go over carefully, one at a time, in any order, all the 32 combinations given on p. 5, and accustom yourself to distinguish between the way they should be led in trumps and in plain suits; or if it is the same lead in both cases, observe it, and why.

Third Hand. The play of the 3rd hand on partner's lead in trumps does not differ from that in plain suits except on one point. You cannot *block* the trump suit. In all cases where the lowest card of four exactly was kept in plain suits you keep it also in trumps; not to unblock however;

but to *inform your partner* that you had at least four of the suit. This is called the "echo," and false cards played by adversaries are often exposed by it.

The Continuation of Trumps.

Looking again at the following combinations:—

No. 1.

No. 2.

No. 3.

No. 4.

From these you led originally the *lowest* of the sequence in trumps. Continue, in trumps only of course, with the next lowest in each instance. From No. 1, having led the 10, follow with the J. In No. 2 follow J with Q. (The old style in this combination was to follow J with A, needlessly affording information to your adversaries; for so long as you do not play the A, they may credit your partner, or even each other with it.)

In all other combinations the trumps are continued just as in plain suits. The lead with which to follow an original fourth-best depends on the cards that fall first round, and your ability to draw true inferences therefrom.

The unblocking Exercises given on pp. 58-59 do not apply to trumps, because blocking is impossible; but the Exercise, p. 66, on returning partner's leads is of the greatest importance.

THE PLAY OF THE SECOND HAND.

To play Second-Hand well requires a thorough knowledge of the leads, so that you may be able to infer what cards are held by the adversary on your right; and also a knowledge of the play of the 3rd hand, so that you may know how he will play, after you, on certain cards led by his partner. The good old rule: "2nd hand low," has long been a dead letter; and in modern Whist the skilful playing of 2nd hand depends entirely upon adding a little common sense to a knowledge of the leads.

It is your duty to prevent the adversaries from winning tricks too cheaply; to be on your guard against what is termed "underplay," or by some persons, "railroading;" and to inform your partner as clearly as possible what he may expect of you when the suit is returned by the player on your

left, who will probably lead it to his partner. Good 2nd hand play depends so largely upon inferences that we shall study them together.

Plain Suits Only.

A Led. It must be obvious that if A is led, you can only play your smallest card; but before playing you should consider the cards of the same suit in your own hand, and try to infer from what it is led. If you hold Q or J, the leader has at least four small cards of the suit, and has *not* the King.

K Led. If K is led, and you have not the A, you of course play your smallest card. If you have the A you should at once take the K led. You may object that to play A on K at once gives up command of the suit to the adverse Q; but if you pass the K, it wins the trick, and your A may afterwards be trumped. [Of course we are not discussing rare or curious hands in these instructions, but the regular system of play.]

In the following exercises I have indicated at the beginning of each paragraph, as before, the exact combination of cards that you are to take from the sorted pack. The card indicated as led by 1st hand, on which you, as 2nd hand, are to play, must in every instance be placed upon the

table, as in previous exercises. After I have discussed your play as 2nd hand, I give the cards played by 3rd and 4th hands, and these also you are to place upon the table.

I must remind you again that if you read this book without the cards in your hand, you are simply wasting your time.

☞ Do not *read* the inferences upon the fall of these cards until you have *thought out your own.*

A K 6 2. Q Led. Your first duty is to infer by looking at your own hand from what combination the card played by 1st hand is led. In this case there is only one inference; the leader has J 10 ⊢. Looking now at your own hand, you remember that holding such a combination when *1st* hand, you hastened to make your A and K, as it was unlikely that a suit would go round three times. The same reason is good here: take the Q with your K; but do not be in a hurry to *lead* the A; for this is not *your* suit, but the adversaries'; and it is a very strong point in Whist to ***keep the command of your opponent's suit*** as long as possible. Having played your K, notice carefully the cards that fall from 3rd and 4th hands. If:—3rd plays 3; 4th the 8; [Make your own inferences always before reading what follows these indications of the 3rd and 4th hands' play.] 3rd hand has only two more of the suit (if any) as he did not keep the lowest of four small

cards. He cannot have an honor. He cannot have *four* more, unless his partner led from a three-card suit. Your partner 4th hand, has the 9 or none left, and his 9 is larger than anything that 3rd hand holds.

To show the importance of such inferences, I may suggest that if your hand were such that you would like to establish a cross ruff, you could now lead your A, and then your small cards. If the leader had four in suit originally, his play on your A lead would show it. Should 2nd hand (player to your left) trump, your partner could overtrump. Such play of course depends on judgment. I only mention the value of these inferences as showing when such a plan is feasible.

A 6 5 3. Q Led. It is always best to play the A if you hold it, to take an honor led; but watch carefully the other cards. 3rd plays 2; 4th the 9. You infer that probably 3rd hand has only one or two of the suit left. If he held four, one must be an honor (the K), as he played the 2, (lowest of four is not kept if an honor is among them unless *A* is led, you remember). 4th hand holds no more if 3rd hand has the K; otherwise 4th hand (your partner) holds the K. In either case you note that partner will trump the next round, or win it with the K.

K 7 6 2. Q Led. You play your 2; as you know A is never in a hand from which Q is led,

so it must be in 3rd or in partner's hand. If in 3rd it would be throwing away your K to play it; if in your partner's he will take the Q. This illustrates the principle: ***Never to attempt as 2nd hand to take Q, J, or 10 led, with a single honor unless that honor is the A.*** 3rd plays 9; 4th the 4. You can easily infer that 3rd hand has the A, and no more of the suit. 1st hand has the 3. As the leader wins this trick, he will probably lead again at once. If he continues with the 3, his fourth best (as he knows his partner has A alone), you will know that he had only four in suit, and fourth hand (your partner) holds the 5 or 8. If leader continues with the 5 or 8, you can let your partner trump the third round, and still hold your K over the leader's 10 or J. This is a very important inference; because otherwise you might play your K on the third round, and thus give up the command.

9 8 5 3. Q Led. You can only play the lowest of your four cards. [I suppose it is unnecessary to say that only in your *partner's* suits you *keep* the lowest of four exactly; the object being to unblock. When you are 2nd hand, on the contrary, your object is to *block* the leader's suits as much as possible.] 3rd plays 5; 4th the 4. You infer at once that A K and one small one are in 3rd hand (see p. 60). This small one must be the 7, as the leader holds J, 10, 2, and

you have all the other small cards. Your partner, the 4th hand, has no more, and you can lead the suit at any time with confidence that he will trump it. This is an example of 2nd hand being able to determine the place of every card in the suit the first time it is led.

J Led. A great many tricks are lost by weak 2nd hand players in attempting to win a J led.

In our remarks on J leads, attention was called to the importance of remembering that "Ace is never in a hand from which Jack is led." Then it must be obvious that 2nd hand should not attempt to take J led, unless he holds the A; for if he has it not, it is in 3rd or 4th hand. When you hold the A you should play it on J led, unless you have a tenace, which will be discussed later.

10 9 8 3. J Led. You can do nothing but infer the lead is from K Q J x—x; there is a faint hope that your 10 may block the suit on the fourth round.

A 10 8 2. J Led. The leader has K Q x—x left. You play your A of course on the J led. 3rd plays the 5; 4th the 9. You infer that the leader holds 4 and 3; partner has no more, and will trump the next round. If the leader follows with the K, showing *only* five in suit originally, you will know that 3rd hand has both 6 and 7, and your 10 will effectually block the suit if you

are careful not to lead it; but to let the leads come from your right hand.

As the Jack is often a forced lead from a short suit, you will frequently be called upon to defend yourself. Jack is led from the weak suit to "strengthen" partner; that is, to allow 3rd hand to finesse by passing it, if he holds A, K, or Q. When you see from your own cards that it is a forced lead, you must protect yourself.

A Q 8 2. J Led. You holding the Q know that J was not led from K Q J x—x. You play the A on the J, as the K must be in 3rd or 4th hand, and might win your Q. 3rd plays 10; 4th the 5; you now know the leader holds only the 4 and 3, and your partner has the 5, 6, 7, and 9. You infer that the 3rd hand has the K or none. If he has it, he will win the next round; if not, partner must have it, and will win that round unless 3rd hand trumps. In either case you will still hold over the leader; but if the suit be led the second time, you must not play your Q.

K Q 6 2. J Led. If you play a small card and 3rd hand holds A x—x, he will let the J win, and you will be led *through* again. You must force the A at once, if it is in the 3rd hand, by playing your Q on the J led. This leaves you in command of the suit with the K. If 3rd plays 4, 4th 10, you know your partner has A alone, and he will win the next round and trump the

third. So you remember *not* to play your K on the second round; but to hold it and so retain the command of the leader's suit.

K 7 6 2. J Led. You can only pass, and wait.

Q 8 7 2. J Led. You can only pass, and wait; but notice the fall of the cards; suppose:—3rd plays A; 4th the 6; you can locate every card in the suit. 3rd hand has not the K, so partner has it, and with it the 9 and 10; for the leader has only *two* small cards, and his partner, winning his J led with A, has only *one* small card. (See p. 32, play of 3rd hand on partner's J led, when holding only A x.) The three small cards that they hold between them are the 3, 4, and 5.

10 Led. You infer that the leader has K J 10 ⊢, or that the lead was forced.

A 7 5 4. 10 Led. The 10 is not an honor, so you pass it and hold your A. 3rd hand plays the 3; 4th hand the 8. The leader holds K J and at least the 2; on your left is the Q; and your partner has the 9, or none.

K 7 6 2. 10 Led. Evidently a forced lead. You already know the rule not to attempt, when you are 2nd hand, to take any high card led with a *single* honor, unless your honor is the A. So you pass the 10 led, and 3rd plays J; 4th the A. You infer that 3rd hand has the Q alone, and was forced to play the J on his partner's 10. Your

partner has three out of the five small cards not accounted for, as the leader led from a short suit. On the next round you will play the best card of the suit (K) because 3rd hand will trump the third round, and will win the second round with the Q if you do not play your K.

Here is an exceptional case:—

Q 2. 10 Led. You cannot tell from what 10 is led. Though this position is really a 'finesse,' we must consider it under 2nd hand play, as it often occurs. *Your* only chance for a trick with your Q is that the leader held K J 10 ⊢; and that your partner has the A, 4th hand. Suppose the cards fall: you play Q; 3rd plays 4; 4th the 3. Now your partner still commands the adversaries' suit with his A; and you should make two tricks in it, and trump the third round. Had you played your 2 on the 10 led; then 3rd the 4; 4th the A; the leader would hold entire command of the suit. His next lead, the K (best card), would catch your bare Q, and his J would be good.

See Y's hand in game 36, Self-Players.

For examples of 2nd hand play, see Y's hand in games 1 and 18 on Ace led. Games 2, 4, 6, 9, and 30, on K led. Games 3 and 7, on Q led. Games 10 and 12, on J led. Games 14 and 34, on 10 led.

Small Card Led. We have now reached the

line that divides the expert from the amateur: the play of 2nd hand on a small card led. A great many tricks can be saved by a little careful inference before playing.

In this exercise, as before, you keep on the table the sorted pack from which to select the cards indicated as played by the others.

The rule previously given, to deduct from 11 the small card led, is not so useful to the adversaries as to the 1st and 3rd hands; because although you know the cards are not held by the *leader*, his partner may have them. But you should always make the deduction from 11, and look at your own hand before you play.

Q 2. 9 Led. This card, being smaller than a 10, is the fourth-best. You infer that the leader did not hold any combination of high cards from which to lead. As you hold the Q, the only three cards he could hold larger than the 9 are the A J 10; for any other three would form a regular high card lead, such as:—A K J 9, A K 10 9, from which K would be led; or K J 10 9, from which 10 would be led. So a moment's reflection locates A J 10 in the leader's hand, and no more; for from *five* cards in suit, A (not fourth-best) is led. The K is against your Q 2; but as in the last exercise, your only chance is to play your Q, and trust that your partner has the K. Your Q would be lost next round whether he has it or

not. As in the last exercise, if your partner holds the higher card, the K in this case, your Q will win, and if this K is well guarded, and he be not led *through*, he may make a trick with it. Take

K 2. 9 Led. Your only chance is to play your K, which you *know* will win the first round. On the second round the original leader would catch it with his A. Take

A K 10 5. 8 Led. Many players on looking at their hand and finding both A and K, would blindly "follow the rule," as they call it, and play the K. But if you follow *my* rule, and deduct 8 from 11, you will find the remainder (3 cards) all in your hand. You infer that on the principle of winning a trick as cheaply as possible, all three of your high cards being better than any held in that suit by 3rd hand or by your partner, you should play your 10, still holding your A K over the leader's Q J 9 ⊢. Third hand plays the 2; 4th the 6. Your partner has the 7 or no more of the suit.

In actual play it is not possible to delay the game while you study what particular cards the leader holds, which is the method of the "books;" but anyone can in a moment deduct the spots on the card led from 11. It is of no importance to you *what* cards the leader holds, so that you know yours are better than any held by the 3rd hand, who plays after you.

A K J 3. 8 Led. You deduct 8 from 11, leaving 3. You hold all of them, and your J will win the trick. Leader had Q 10 9 8 ⊢.

In either of the foregoing cases had you played your K, every player at the table would know you had the A also, or no more; but if you play in the manner indicated, your partner is the only one that smiles and looks wise. The leader does not know whether you or your partner holds the A and K, either or both of them in one hand; and 3rd hand only knows that his partner does not hold *both* of them.

K Q 10 3. 8 Led. Your 10 will win the trick.

A K Q 10. 7 Led. Your 10 will win the trick.

If the low card led is such that you cannot be sure of winning the trick with a lower card than the best in your hand, you must then consider the best use to make of what you have; keeping in view the double object, to make tricks, and to retain command of the adversaries' suit as long as possible.

We come now to consider what your play should be if the small card led is such as to give no information about the cards remaining in the leader's hand, except that he had no combination from which to lead a high card. Your duty is to prevent the 3rd hand from winning the trick too cheaply; and to baffle the adversaries in their attempts to establish the suit.

It has been usual in all books on Whist, to treat the play of the 2nd hand on a small card led as if it were governed by a set of rules and maxims peculiar to itself. This is a fallacy. The only difference between the play of 1st hand and 2nd is, that the 2nd hand does not attempt to convey such accurate information as to the combinations of cards that he holds in that suit. If the leads are thoroughly known, there is nothing new to learn in order to play well as 2nd hand, when a small card is led. How this fact has so long escaped the notice of the many writers on Whist, I cannot imagine; but a little attention will shew that the following rule holds good:—

If you hold any combination from which you would lead a high card, you must as 2nd hand play one on a small card led.

In the following exercises, let us suppose the 3 to be the card led, which may be the lowest of four, or the fourth-best of five.

Take one of your sorted suits, say clubs, and after placing the 3 of clubs on your right, take into your hand the following:—

A K Q J 5. From this combination would you *lead* a high card? Yes, the King, the object being to inform your partner, and at the same time make as many tricks as possible with the combination you hold. As 2nd hand, however, you do not want to convey any information, but simply to

make the tricks, and as you should always win as cheaply as possible, you play the Jack, not the King. You can use your judgment about leading the suit back. If you do so, you assume it as *yours*, and not the adversaries.'

A K Q 5. With this combination you would *lead* a high card; so as 2nd hand you play a high one; but winning the trick as cheaply as possible with the Queen. Use your judgment about leading the suit back.

A K 5 4. With this combination you would *lead* a high card; therefore as 2nd hand you play a high one, the King. It is better not to lead the suit back, but as long as possible retain the command of the adverse suit with the Ace.

K Q J 5. With this combination you would *lead* a high card, which must either win the trick or force the A, leaving the command of the suit in your own hand. You accomplish the same object as 2nd hand by playing the Jack. When you hold such strong combinations in your *adversaries'* suits, you must carefully watch the cards played by 3rd and 4th hands; as 1st hand must have led from *length* of suit only, and some one must be short. In this case you play your J; and then 3rd plays 7; 4th the 6. You can locate the suit at once. The leader holds the 2; but led the 3, showing five cards in suit. He does not hold the A, or he would have led it from a five-card

suit. Your J won, therefore your partner holds the A.

K Q 5 4. With this combination you would *lead* a high card to force the command. As 2nd hand you do the same thing. Your Q must win the trick or force the A, leaving you in command of the adverse suit with the King.

A K J 5. With this combination you would not lead the J or the 5; but one of your two highest cards; for you could not expect the suit to go round three times. You follow the same plan in 2nd hand play; do not run the risk of the Q taking the trick, but play your K. Do not lead the suit back, but hold your tenace over the Queen.

A Q J 5. With this combination you would play a high card if leading. As 2nd hand you vary the play only by trying to take the trick as cheaply as possible, and at the same time to retain the command of the adverse suit. Therefore play the Jack; holding the tenace over the King.

A ***Tenace*** is the *best and third-best* of any suit. Its peculiarity is, that if you lead it you may win only one trick; but if the suit is led up to you, you certainly make two. As this is important, we shall take an example. In your hand, the A and Q form a tenace. If a small card is led by the player on your left, you, having the last play on the trick, must make both the A and Q; because

if the K is played, the A will take it, your Q remaining the best of the suit. If the K is not played, your Q will take this trick, and your A the next one.

K J 10 5. You are here in pretty much the same position as if you were trying to obtain command of the suit by leading it and forcing out the higher cards. Your 10 is the best play. If 3rd hand plays the Q, your partner may hold the A. If 3rd hand plays A, your tenace over the Q is good for two tricks, and your K commands the adverse suit.

Q J 10 5. With this combination you would play a high card, if leading. Try to win the trick as cheaply as possible, with the 10.

A Q 6 5 4. With this combination you would begin with a high card, because you have so many that the suit cannot go rouud three times. Here, as 2nd hand, you try to win the trick as cheaply as possible, with the Q, *retaining the command* with the A.

A Q 5 4. With this combination you would not lead a high card, as you have only four in suit. Do not play a high card as 2nd hand. Pass, playing the 4, and holding the tenace over the King, if it is not played in the first round.

A J 10 4. On the same principle, pass, playing the 4. If either K or Q wins the first round, you remain with the tenace over the other. With five

in suit you still pass, as it is useless to play your 10 while there are two cards that can win it. When you had A Q five cards in suit, there was *only one* card that could win the Q.

K J 5 4. You would not *lead* one of your high cards. Pass.

Q J 5 4. You would not *lead* a high card. Pass.

There are only two exceptions to this rule; one is when you hold Ace and four small cards. You would *lead* the A; but as 2nd hand, you try to retain command of the adverse suit as long as possible by passing. The other is with

A Q 10 5. With this hand, there being only only four in suit, you would not lead a high card; but when you hold it 2nd hand, you have the chance to force the K by playing the Q, *and still remain with a tenace* over the J; besides the chance of your finesse being successful against the one card that could win your Q.

Second Hand's Play on Forced Leads.

In the case of Forced leads, the 2nd hand is not governed by the rule I have laid down; for the reason, that forced leads are supposed to *strengthen* the suit in the hand of the leader's partner. Playing 2nd hand on adverse leads, you

do not want to run the risk of strengthening the suit in the adversaries' hands, but to hold up the best cards as long as possible, in the hope of obstructing the suit so that they will fail to establish it.

The one point still requiring attention, is where your suit is so short that you may lose your good cards if you are not careful. Let us confine ourselves to cases where a very small and uncommunicative card is led by 1st hand, say always a 3.

A Q 2. In this hand your short suit makes no difference; you play the 2, and so hold the tenace and the command of the suit. But if you hold A, Q alone? You must play one of the two. Is it best to risk the Q, or to make sure of the trick with the A? The Q; because you retain command of the suit, and your partner may still credit you with the A. If he has the K, he knows you will play the A or trump the next round. For the same reasons, holding only

A J 10; you play the 10; but remember that you should rather have played a smaller card, if you had held one. Holding only

A J. 3 Led. You play the J; but with

A J 2. 3 Led. Play your 2, just as you would play your lowest with four in suit.

A 6 2. Play the smallest. With A and one, two, three, or four small ones, always keep the A to *retain command of the adverse suit.*

K J 2. 3 Led. Play the smallest card, just as with a four-card suit.

K J 10. 3 Led. Play the 10 as you did with four cards in the suit. Holding only

K J. 3 Led. Your best play is the J; keeping the K in hope that A may fall on the first round. If A and Q are both in 3rd hand, you lose both your J and K no matter how you play. If Q is on your left and A on your right, you lose both by playing the J. But if partner has either A or Q, your K is good for a trick even if you lose your J. Holding only

K 10. 3 Led. No matter what cards you hold with the K, if they are not in sequence with it (not the Q, or Q and J) you should in all cases keep the K. While there is here an even chance of your K winning the trick, it is still unwise to play it; because it exposes your hand, and enables the player on your right to finesse against you with a small card when his partner returns the suit to him. Holding only

Q 10. 3 Led. Here the same is true. Keep your Q if the other card or cards are not in sequence with it.

J 4. 3 Led. Follow the same plan. It is a good rule, when you hold the single K, Q, or J, and only small cards with it, not to play the honor. But you may have a sequence, and be short in the suit. We have seen that with a sequence of

K Q and others, the Q was played; because it forced the only card against the K, and left you in command of the suit. But with sequences such as Q J and others; J 10 and others, that would not force out all the higher cards, you play the small card 2nd hand.

But if you have only *one* small card you must change your play. It is evident that the leader does not hold *both* A and K, as he leads a small card. If he holds one of them, and his partner the other, you must lose your J on the second round. If 3rd hand holds both, your J will be caught on the second round; because you have only one small card to guard your J and Q. So it has been found best for 2nd hand to play the J in such cases; for it is lost any way unless partner holds either the A or the K. The advantage in playing it is that it may enable your partner to keep his high card if he holds one. For instance, if the cards fall this way:—

Q J 3. 6 Led; J yours; 3rd plays 9; 4th the 4. You see the leader has the 2; so he had five in suit, and did not hold the A. As your J won, your partner has A. Third hand has the 10 or no more. Had you played your small card on the 6 led, the 9 would probably have forced your partner's A, and you would have lost the command. On the third round the player on your left will trump.

J 10 2. 6 Led; 10 yours; 3rd plays 9; 4th the 5. The leader has both 4 and 3; he led from a suit of six cards. Third hand has no more of the suit, or he would have covered your 10. If you give the cards on the table a little attention you will see that your partner must hold the A and Q or the A and K, and no more; and 1st hand has the 7 and 8, with the Q or K.

You should be on your guard to save your partner's hand in this way as much as possible; even with cards that are apparently of no value you may be able to assist in blocking the adversaries' suits. For instance:—

10 4 3. 2 Led; 3 yours; 3rd plays Q; 4th the K. You infer that 3rd hand does not hold the J. The second round, 5 led. 10 yours, 3rd plays 7, 4th the 6. Your play of the 10 saved your partner's A, which he still holds over the J in 1st hand. See A's hand, at the fourth trick, game 20, Self-Players, First Series.

We must consider a variation in the 2nd hand's play when he holds what is called a "*fourchette.*"

A ***Fourchette*** is a combination of two cards, the next above and below the one led. For instance:—

J 9 3 2. 10 Led. The lead is evidently a forced one; but you must play the J on the 10, so as to prevent 3rd hand from passing the 10 led. If you hold

Q 10 2. J Led (forced). You play your Q, to prevent 3rd hand from passing.

K J 4 2. Q Led (forced). You play your K, forcing the A, and leaving you in command of the suit. If this occurs:—

K 2. Q Led. Although you know the leader does not hold the A, you should cover the Q led with your K; for having only one guard to it, you must lose it if 3rd hand holds the A; because he will pass his partner's Q led, and in the next round your K is gone. If your partner has the A no harm is done. This is often quite important towards the end of a hand; because Q is then often led from A Q. This will be discussed in "Underplay."

Play of the 2nd Hand on the Second Round.

The eleven rule may be very useful to the 2nd hand on the second round of the suit, by enabling him to retain the command.

On the second round of the suit, you play the best card if you hold it; unless you can count that all the higher cards are with the leader. For instance:—

K J 5 3. A led; 3 yours; 4 3rd; 6 4th. Then 9 led, which deducted from 11 leaves 2, both of which you hold; so you do not follow the rule as to playing the best card of the suit on the second

round, but you play the J, retaining the command with the K. If you are careless, and play the K, you not only give up the command of the suit, but leave the player on your right with the tenace over you.

K Q 9 5. A led; 5 yours; 3 3rd; 4 4th. Then 8 led, which from 11 shows you that your 9 will win the trick, and still leave you with the entire command. Here you depart from the rule of playing the best card of the suit second round.

K J 10 2. A led; 2 yours; 4 3rd; 5 4th. Then 8 led. Your 10 will not only win the trick, but leave you with the tenace over the original leader.

In this case if you blindly follow the rule, and play the K on the second round, you do just what the leader wishes; you leave him with the command.

K Q 9 5. A led; 5 yours; 3 3rd; 8 4th. Then 7 led. At first, not having the four cards higher than the one led, you might thoughtlessly play the Q; but a card fell the first round, which, being higher than the one now led, can be counted, and makes the fourth card that the leader had against him originally. So you are still safe in playing your 9, retaining the command.

K J 8 2. A led; 2 yours; 5 3rd; 9 4th. Then 7 led. As before, a card that can be counted fell first round, and the 8 is your play. In this case it is very important to retain your high cards, for

they form a tenace over the leader's Q 10, and if he has the lead you make both your cards. Had you played the K on the second round, he would make both the other tricks, as he would hold the tenace over you.

K Q 7 3. A led; 3 yours; 9 3rd; 10 4th. Then 6 led. Both the cards falling on the first round can be counted, and by playing your 7 you deceive the player on your left, who will think that a very small trump will win the trick; whereas you know that your partner will overtrump him, and that you still have the commanding *K Q*, over the leader's J 8 and others.

The Second Hand's Play in Trumps.

The difference between plain suits and trumps in the play of the 2nd hand, is chiefly due to the difference in the leads on which he has to play; and to the fact that there is no fear of losing high cards by waiting.

For the first point. You must not assume that because 1st hand leads a small card he has not both A and K; nor because you know he has five in suit, that he has not the A; for in *trumps* the high cards are not led from these combinations, unless the leader is anxious to secure two or three rounds of them immediately.

For the second point. You need not as 2nd hand be in any hurry to make your A and K if you hold them; or to play your Q from K Q and others. These cards cannot be trumped, and will make equally well at any time during the hand. But as the leader so often conceals his strength, you must be on your guard not to allow the 3rd hand to win tricks in trumps too cheaply.

A J 10 3. 2 Led. Suppose you played, as you would in plain suits, the 3; then 3rd plays 7; 4th the 5; you see that 1st hand has both K and Q, and your partner the 6 only, or no more; 3rd hand has at least two more trumps, and you allowed him to win the trick too cheaply. With such a hand as this in *trumps* you must play the ***10***; for if it forces either K or Q it leaves you with the tenace, and you make two tricks in the suit. Suppose 3rd plays K; 4th the 5. Your J will win the next round, as 3rd hand has not the Q.

A K Q 4. 5 Led. With such strength in your own hand you cannot afford to pass; but must play the lowest card of your head sequence, the Q; if 3rd hand plays 7, 4th the 3, you infer that the 1st hand led from five in suit, as the 2 is marked in his hand. Your partner and 3rd hand have only two more trumps between them. Suppose you hold:—

A K 6 2. 4 Led. Here you can afford to give your partner a chance to make a trick; for even

if he fails to do so, you retain the command, and will learn much by the play of the 3rd hand, as to where the trumps lie. You play the 2. If 3rd plays the 5, 4th the 9, the 3 is marked in the leader's hand, and 3rd hand has no more; so your partner holds two more trumps; and as they are both higher than the 9, they are Q J, Q 10, or J 10. First hand has the 7 and 8. With this information you will play your 6 next round, unless 1st hand plays his Q. Had you played your K on the first round, and had the cards fallen in the same way, you would have had to play your A on the second round, not knowing but that the Q, J, or 10, or any two of them might be in 3rd hand.

A Q 10 3. 2 Led. With this double tenace in *trumps* you can afford to risk the *lower* tenace by playing the 10. Many players do this in plain suits if they have a strong trump suit as a protection. Suppose 3rd plays J; 4th the 8. You know 1st hand has the K, and also two small cards. Your partner has the 9 or none. Unless the K comes out, you should play your 3 on the second round, and risk your partner having the 9; because if he has not the 9, each of the adversaries has as many trumps as you have.

A Q 10 3. 7 Led. You play the 10; 3rd plays 4; 4th the J. You know your partner has not the K; for the card led, 11—7=4, three of which

you hold, and partner's J makes the fourth. The leader holds the K 9 8. If he holds the 2 also, he led from a five-card suit; but it is probable that 3rd hand is keeping the lowest of four small cards, which are the 6, 5, 4 and 2. You see that with a little attention you can locate almost every card in these hands.

K Q 6 2. 5 Led. In trumps you do not play the Q if you have *two* or more small cards to guard your sequence; because even if 3rd hand wins the first round with a 10 or J, and on his returning the suit, the A falls, you have a small card for *each* round, and your K and Q are then the best. There is no danger of your losing them; because they are *trumps.* Had they been K and Q of a plain suit, the third round would probably have been trumped, and you would not have made a trick in the suit. In this hand you play the 2, as you have two small cards to guard your sequence; 3rd plays J; 4th the 4. This marks the A in the leader's hand; and the card led, 11—5=6, of which you hold three, and one, the J, has been played, leaving between 3rd hand and your partner two cards, both higher than your 6. Third hand's playing J says he has not the 10. This knowledge, and the exact location of the A, should enable you to save both your K and Q without any trouble.

K Q 2. 6 Led. Here your only chance to make *two* tricks in the suit is that the A may not

be in the 3rd hand, and that you may win the first round with your Q; so you play it; 3rd plays 4; 4th the 8. You cannot tell whether your partner or the 1st hand holds the A; but no matter who leads next round, you must make your K. Of course you must not lead trumps yourself. Had you played your 2, and 3rd the J; 4th the 8; the A would have been marked in the leader's hand; he would catch your K or Q next time, and you would have made only one trick in the suit.

K Q 10 3. 4 Led. Your play is the Q; for if it finds A in 3rd hand your tenace is good for two tricks over the J. If not, and 3rd plays the 5, 4th the 2, you still have the 3 to play on the A, if it comes out on the second round; which will leave your tenace unbroken.

In trumps the turn-up card may alter your play. For instance: if A is turned up on your right, and you hold K and Q, you are sure of a trick if you play after the one who has the A turned up. This is too obvious to need examples. So if your partner has the K turned up, and you have Q J x there is no need to play one of your sequence; partner's K will win the trick or force the A.

If you have turned up an honor, and have only one small trump with it, you should as 2nd hand play the *honor*, if trumps are led through you;

because every one knows you have that honor, and the leader is probably trying to catch you napping. So if an honor is turned up to your right, and you have one *smaller* honor and only one small trump to guard it, you had better risk your honor at once; for on the *second* round the card turned up to your right will catch it. If your partner has the A or K turned up, and you have only the Q x, let him make his A or K, when you play 2nd hand, and keep your Q.

Either in trumps or plain suits if an honor is led, do not cover it 2nd hand unless you have the A. This has been explained in previous exercises. But *late in the hand* if you have only one honor and one small card when an honor is led, you should generally cover it.

***K* 2.** Q Led. Play your K, *late in hand.*

***Q* 2.** J Led. Play your Q, *late in hand.*

***J* 2.** 10 Led. Play your J, *late in hand.*

By "late in hand" is meant when there are only a few more rounds to be played.

The play of the 2nd hand on *his own suit*, when it is led back through him by the adversaries, is governed by the rule: "Best card, second round, if you hold it." Any departure from that is a finesse, and will be dealt with under that head.

Numerous examples of careful 2nd hand play in trumps are given in the first series of Self-Players.

THE PLAY OF THE FOURTH HAND.

The object of the game being to make tricks, it goes without saying that the 4th hand, being the last player, should take the trick if he can. But it is of importance that he should win as *cheaply* as possible. Suppose that as 4th hand you hold

J 10 9 2. 6 Led; 2nd plays 5; 3rd 4. It is your play. Your 9 will win the trick *as cheaply as possible.* If you take it with your J or 10 you deceive your partner, who holds both A and Q; for 6 (led) from 11 leaves 5; you hold three; 3rd hand can have no more. Had your partner held two honors in sequence he would have played one. Had the leader held them, or A to five in suit (declared by leading the 6 with the 3 in his hand) he would have led the honor.

When 4th hand does not win a trick if he can, is a part of Underplay, and will be discussed under that head.

It is often very important that the 4th hand should infer where the command of a suit lies after it has been led twice. There is one inference that is invariable. If one adversary plays A or K, and on the return of the suit his partner plays the other, your partner has the Q, unless you have it yourself. You hold

J 7 5. On your left the 3 is led; your partner plays the 6; 3rd hand the A; you the 5. The 9 is led back; your 7; the K 3rd hand; 8 4th. Your partner has the Q of that suit.

J 10 4 3. 6 Led; 2 2nd; K 3rd; 3 yours. The 7 led back; 4 yours; A 3rd; 5 4th. Your partner has the Q of that suit.

If any suit is led by the player on your left, and his partner plays the Ace, he has neither K nor Q. If he had the Q, he would finesse it; if the K, he would play it.

Leading Trumps for the Protection of other suits.

We have examined the method of leading trumps when they are your best suit. Let us now consider cases where you lead them to protect your own or your partner's plain suits.

I trust it is no longer necessary for me to remind you that if you read this book without the cards in your hand, you are simply wasting your time. Change the suits occasionally, to acccustom the eye to making the inferences equally well in all of them; but always lay out the cards on the table, and take into your hand those indicated at the beginning of each paragraph.

Many persons are well aware of the general principle that it is usually best to lead trumps if

you have four of them *and an established plain suit.* But they are sometimes very remiss about inferring the establishment of a suit; often imagining that because a single high card is still out against them, their suit will not be established until that card is captured. Now a suit is established when you can take every trick in it, no matter who leads it. If there is a high card out against you, *unguarded*, and you can catch it with a higher card, there is no necessity for you to lead in order to catch it. It is usually best to lead the trumps if you have four, and catch that card afterwards, when the partner of the player holding it can no longer trump your higher card.

Inferring that Suits are Established.

Go over the following exercises carefully with the cards, and do not read my inferences until you have made your own.

A 10 8 2. Your partner leads K (plain suit); 7 2nd; 2 yours; 4 4th. Then 3 led; 9 2nd; A yours; 6 4th. Your suit is established; for your partner has the Q 5; the J is unguarded in the adversaries' hands, and must fall to the Q next time the suit is led. In order to protect this established suit, and to keep the adversaries from ruffing it, you should now lead trumps if you have four of them or more.

If you have only three trumps, it may be better not to lead them, unless they are very good ones, as some one at the table must have at least four. If your other plain suits are well protected, it will in many cases be well to lead trumps even from three. Otherwise it may be better to weaken the adversaries by "forcing" them with this established suit. Suppose you hold

K Q J 2, and lead the K; 9 2nd; 4 3rd; 3 4th. If you have four trumps, lead them at once, as this suit is established; your partner has A, and you have Q J.

K J 7 2. You lead 2; 6 2nd; A 3rd; 4 4th. Your partner returns the 3; 8 2nd; K yours; Q 4th. This suit is now established; your partner must have been returning the lowest of three cards, for the 5 is marked in his hand, and if he had had no other, he would have returned that. Then the 10, even if against, is unguarded, and must fall to your J. Lead trumps if you have four of them.

A K 6. Your partner leads Q; 5 2nd; K yours; 4 4th. This suit is established; for your partner should have 3 2 with his J and 10; so, even if the three other cards of the suit are all in one hand against you, they must fall to your combined A J 10. Do not return the suit, but lead trumps if you have four.

A Q 8 2. Your partner leads 6; 10 2nd; you finesse Q; 4 4th. Return the A; 5 2nd; partner's

7; 3 4th. This suit is established. Partner has K 9, over the unguarded J on your right. If you have four trumps, lead them.

If you have a suit already established in your hand, such as A K Q J ⊢; or a very good hand in all suits, and four trumps, you should lead the trumps. You may not have the lead, but may be anxious for your partner to lead trumps, in case he gets the lead before you do. In order to let him know this, you can avail yourself of an artifice known as

The Trump Signal.

The "call" for trumps can be made by any player but the 1st hand or leader. He cannot call upon any one else to lead trumps; he must lead them himself if he wants them led. The 2nd, 3rd, or 4th hand can call by playing any two cards of the same suit, the *higher before the lower.* To illustrate:—

Hearts are trumps: you want them led. You are 2nd hand; Clubs are led, of which you hold perhaps the 10, 6, and 3. Play the 6 to the first round of Clubs; the 3 to the second, and every player at the board knows you want trumps led. So, if you are 3rd hand, and partner led the Club K, put the 6 on it; if he follows with the A, put the 3 on that, and if attentive he will at once lead trumps to you. If his K is taken by the A, play your 3 when Clubs are led again; he will win the trick

with his Q and lead trumps. If you are 4th hand, and cannot win the trick, follow the same plan with any two cards that you hold of the suit led. As it may be several rounds before a suit is led a second time, you cannot immediately complete your call in that suit; but you may begin a call in another, or in two others, and complete whichever first comes round again.

The great objection to the signal in the hands of a beginner is that he becomes so absorbed in it, and so fearful that he has overlooked one from his partner, that he forgets everything else.

Theoretically the trump signal is very effective. Drayson says it is "an immense advantage;" but he does not offer to show wherein the advantage lies. Cavendish says it is a "common artifice." Pembridge says it is an unmitigated humbug. Proctor says its use is so general that we need not discuss it. Pole advocated it for years; but finally deemed it a fallacy, and ignored it altogether. As others will call, every Whist player should know the artifice, and may perhaps take advantage of it, even if he does not play it himself.

When should you call for trumps? The books say not with less than five of them, one being an honor; or with four, two being honors; in either case accompanied by a good side hand. My advice is to call for trumps when you want them led. You are to be the judge of when that is; but

remember that by calling for trumps in the early part of the hand, you command your partner to abandon his game and play yours, and ***you become responsible for the odd trick.***

As the trump signal, or call, makes a great difference in a person's game, I will offer these suggestions to *beginners:* Do not play it, or pay any attention to it if played by others, until you are thoroughly expert in every other point of the game; nor even then, *unless you can see it without looking for it.* Never play it unless you are sure your partner can be depended upon to see and answer it. Do not "call" on a partner who has given evidence of a weak hand; for it is very unlikely that he will be able to get the lead. You must remember that the first card played, not being your smallest, misleads your partner; the completion of the call puts two players on the watch to spoil your game, and there is only one to help you. It is only intended to "ask" your partner; but the odds are three to one against his getting the lead; the call may induce him to risk high cards to obtain it; it will also notify two adversaries to play high to keep him out of it. If you are "calling" as 2nd hand, the 1st hand may lead trumps *through* you, and ruin your hand.

As suggested by General Drayson, the trump signal may, after the trumps are all out, be used as a signal to your partner to stop leading a suit,

and change to some other, you do not care which, if he only gives up that which he is leading when you signal. The best card of one suit may be in your own hand, and perhaps the only two cards of another; but he may not know this. With these, suppose you hold the 4 and 2 of the suit that he is leading, and by signalling with these two cards you tell him to change his lead, and he leads the suit of which you have the best. He might otherwise never have thought of leading it, for it may have been the adversaries' suit. This signal is often very useful late in the hand.

As a little exercise in calling when you are 2nd hand: take

8 6 3. 4 Led; you play your 6; 3rd hand the K; 4th hand, your partner, the 2. You notice that the leader had only four of the suit. Player on your left returns the 9, probably the higher of only two remaining; your partner plays the 10; 3rd hand the A; you the 3. You have called. If the suit is led again your partner has the Q; if he has the J also, the player on your left has no more.

9 8 6 3. 4 Led; you play the 6; 3rd hand the K; 4th hand the 2. The 7 is led back; your partner plays the 10; 3rd hand the A. You know the player on your left has no more. If your partner leads K then A of a suit, you can call on his two leads by playing first the 6, then the 3.

With ***four exactly,*** when as 3rd hand (on partner's lead), you wish to call, you must still follow the rule as to keeping the lowest of four. In order to "signal," or call, you must play your *second-best* first, and on the second round your *third-best.*

9 8 6 3. If partner leads an A, Q, J, or 10, begin a call with your 8, afterwards playing the 6; still retaining the 3. This accomplishes a double purpose; it unblocks his suit, and calls at the same time.

If you wish to call when 2nd hand, and hold

Q J 3. 4 Led. Play the Q. If it wins, lead trumps; if not, the 3 falling second round will complete the call. In this you make a double play; you prevent the 3rd hand from winning too cheaply, (see p. 95), and you call for trumps at the same time.

J 10 2. 4 Led. Begin the call with the J.

If you lead trumps in response to a signal from your partner, your lead must be governed by the following considerations: It is *your partner's suit,* although you lead it first; and if you would not lead it unless obliged to do so by your partner's signal, it becomes a *forced lead.* So if you have the best card of his suit, the A of trumps, lead it at once; (See p. 64). If you have the second and third-best, the K Q or the K Q J, (see p. 65) lead the K. If you have Q J 10 ⊣, lead the Q. If your partner

calls, and you have only three trumps, lead the highest, whatever it may be, because it is a forced lead; you would not have led trumps unless he had called. So if you have only two trumps, just as with only two cards remaining of your partner's suit, lead him the *higher* of the two; (see p. 66).

If your partner's original lead was a trump, it is of the utmost importance that you return it at once; because he commands you to abandon your game and help him to exhaust the trumps; just as you might do by leading the trump instead of returning his suit; (see p. 68).

It must be obvious that when a player is leading trumps, especially if his object is to exhaust those held by the adversaries, it is very desirable he should know how many the adversaries hold. This they will not tell; but if the leader's partner tells how many *he* holds, the deduction is simple. This is accomplished by means of a very effective artifice known as ***the echo in trumps;*** the object being to inform your partner that you too are strong in trumps. You should ***always echo with four or more trumps,*** to enable your partner to count your hand.

The simplest form of echo is on a trump lead, and might be described as calling for trumps in the trump suit. To illustrate: Suppose Hearts are trumps; you are 3rd hand and hold

Q 8 7 2. K of trumps led; 2nd hand plays

the 9; you echo by playing your 7; 4th plays the 5. Then A led; 2nd hand plays the 10; you complete your echo just as you would complete a call, by playing your 2. The 4th hand plays the 6. You know your partner has the 4 and 3; perhaps the J. He knows that you have two more trumps as least; and if he had only four himself, he is certain that another round will draw the J. If he had five, he knows the adversaries' trumps are all gone. Suppose he was very anxious to exhaust trumps, and led from A K 4 3. Had you not echoed, he might have stopped after two rounds, thinking both J and Q were in 2nd hand, or that Q J 8 were all in 4th hand against him.

By *not* echoing you inform him you are not strong. For instance:

7 4 2. K of trumps led; 9 2nd; 2 yours; 4th hand the 6. Then A led; 10 2nd; 4 yours; 4th hand the 8. Your partner misses the 7; he knows you have that alone as you did not echo; and that both J and Q are against him, perhaps in one hand.

With five trumps you echo.

Q 8 7 4 2. If partner leads K of trumps; 2nd hand plays the 6; you play the 7; 4th the 5. Partner goes on with the A; 9 2nd; 4 yours, still retaining the 2; 4th hand renounces, having no more trumps. If your partner led from four trumps he knows there is only one more on your right. If, in his anxiety to get them out, he led

from three only, you know that even if the adversary has both J and 10, you have one more trump than he. In any of these examples your partner knows when you are echoing, because he misses the 2 on the first round. The second round tells him whether you had four or five.

One example where you lead trumps yourself from

A Q J 10 3. You lead the A; 5 2nd; 8 3rd; 4 4th. Your partner is probably echoing by keeping the 2. The only two he can have above the 8 are the K and 9. You continue with the 10 to indicate your hand; 2nd the 6; partner the 2; 4th the 7; and you know the adversaries are exhausted.

The same tactics are available to you when the *adversaries* lead trumps. If you have five trumps, or four, two of them being honors,—in either case with a good side hand,—you echo on the *adverse* trump lead, to prevent your partner from throwing away cards of his best suit under the impression that all the trumps are against him.

J 7 6 4 3. These are trumps; you have a good side hand, and trumps are led through you. Q led; you play the 4, not the 6, as you would on your partner's lead; because he could not know you had the 3 until it was too late for the information to be of any use; and missing it, he would credit the leader with it; 9 3rd; 5 4th.

Then K led; 3 yours; 10 3rd; 8 4th. Your partner knows you have J 7 6 against the leader's A 2.

Forcing Trumps and Ruffing.

If a player calls for trumps he announces that he wishes them led in order to exhaust them; but if this player is obliged to trump a trick, it may weaken his hand to such an extent that he would not feel safe in leading them afterwards. Again, his anxiety to keep his trumps intact may be so great that he will refuse to trump a trick, preferring to let the adversaries win it, in the hope that they will then be obliged to lead some other suit. If your adversary so refuses to trump a trick, the very best thing to be done is to lead the suit again in order to ***force*** him. His refusal to trump is evidence that his hand is not strong enough both to trump in and to lead trumps; and you will still further weaken it by the "force." Some splendid hands are ruined by being forced.

K J 10 7 3. You lead 10; 5 2nd; A 3rd; 4 4th. The 9 returned; Q 2nd; K yours; 6 4th. Your partner has the 2 only; on your left is the 8. Suppose you are not strong enough in trumps to lead them, but would like to weaken the adversaries by forcing, go on with your J; 8 2nd; 2 3rd; 4th hand refuses to take the force. Now you can go on with your 7; and if 2nd hand trumps, your

partner will overtrump if he can, and you will weaken both adversaries.

K Q J 2. You lead K; 9 2nd; 6 3rd; 3 4th. If not strong enough to lead trumps, go on with the J; 2nd hand refuses the force; 7 3rd; 4 4th. Your partner must have another small card with the A, as he passed your J; the 4th hand has at least the 5; go on with the 2, keeping up the force.

If a player has led trumps once, and you get the lead, with a chance to force him, you may spoil his entire game by so doing.

While on the subject of forcing, it may be well to consider when you should "ruff" or trump an adverse lead if you are ***second hand.***

Take the simplest case first. Hearts are trumps; you are 2nd hand, and have only the 4 of clubs, of which suit player on your right leads the K. [Place the cards from the practice-pack, as in all previous exercises.] You play 4; 3rd hand plays the 2; 4th (your partner) the 6. You know your partner has not the A. Then 3 led, showing only four in suit, and that the lead was from K Q x x.

You know your partner cannot win the trick. Shall you trump it or not? You must do so; for otherwise the suit will be led a third time, and perhaps a fourth, by the adversaries, who have A K and Q of it at least.

But suppose the card led were the A, you play your 4; 3rd the 6; 4th the 5. Then J led. Should

you trump, or chance your partner having the K?

If you are strong in trumps, and do not want to weaken your trump suit by ruffing, pass the trick. Seeing you pass a ***"doubtful trick"*** as this is called, it being doubtful who will win it, your partner will assume that you have four trumps, or three *very good* ones. If you have *five* you are usually strong enough to trump in and lead.

Suppose you hold this 4 of clubs, and the player on your *left* leads the J; your partner plays Q; 3rd hand A; and you the 4. The leader holds two small cards; your partner the K ⊢. The player on your right returns the 2, probably the lowest of three or more remaining. Should you trump? No; because this is not a *doubtful* trick. You *know* your partner has the K.

A K 6 2. You lead K; 7 2nd; 8 3rd; 3 4th. You go on with the A; 9 2nd; partner renounces; 4 4th. Should you force your partner? The 5 at least is on your right, so he will not be over-trumped. As there is the danger that you may spoil his hand by forcing him, you should not do so unless you have at least four trumps yourself, or three very good ones. If you force him, he is justified in thinking that you have strength enough to make up for weakening his hand. In this example, having only one of the suit, he had no chance to call on you to lead trumps, if he wanted

them led; but if he has had a chance to call and has not done so, you can assume that he is not very anxious for a trump lead, or very strong in trumps; and even if you have only two or three small ones you should force him at once, before the adversaries see how weak you are, and draw your small trumps.

K 10 7 3. Player on your left leads 8; 2 2nd; A 3rd; you play the 3. Then on your right the 6 is led back; you play K, (see p. 38); 9 3rd; 5 4th. You can locate the suit; the 8 (led) from 11 leaves three; all accounted for, as you hold the 10, and A K are played. On your left are the Q J only; on your right is the 4 only. Partner has no more, and has not called for trumps, although he had the opportunity. If you do not want to lead trumps yourself, force him at once with a small club, as by *not* "calling" he has notified you that he can use his trumps for *ruffing*, and does not particularly want them led.

Suppose this occurs: (Take again the 4 of clubs.) Player on your right leads the 5; you play 4; 3rd the A; 4th the 3. Player on your left leads the 2; 2nd hand plays Q; 3rd the 8. You discard. Your partner must have the K; but he leads you the 7 of clubs! He evidently wants to retain command of the opponents' suit, and to force you to trump it. It is usually best to *take the force;* because your partner is probably pretty

strong, or he would not force you. But if you have good trumps, and want them all to support a strong hand in plain suits by *leading* them, you should refuse the force. As this is not a doubtful trick, your partner will lead trumps to you at the first opportunity.

We have examined the strength of the echo in trumps when your partner leads them. Another form of the echo is when you are *"forced;"* that is, when you are forced to trump a trick in order to win it. For example: Suppose hearts are trumps. You hold in that suit

K Q 6 5 2. The player on your left leads the K of clubs; 2 2nd; 5 3rd; you have only the 4 and play it. Then A led; 7 2nd; 6 3rd; you have a good hand and intend to lead trumps at once, but must first win this trick. To indicate your strength, you trump with the 5 and lead the 2. If you hold

A Q J 8 2. Under the same conditions, trump with the 8, and lead the A from the high card combination. Your partner missing the 2 will be able to count your hand.

The more complicated form of the echo is in response to a call, when you are forced at the same time. For example: Suppose hearts are trumps. You hold

Q 8 7 4 2. But the player to your left leads clubs; and the cards fall: K led; 2nd hand (your

partner) plays the 7; 3rd the 4. Suppose you have only one small club, and play it. Second round: A led; 2nd the 2; 3rd the 6. Your partner has called for trumps. You echo, to indicate your strength, by trumping with the 4 of hearts and leading the 2, as you have four left, even after ruffing in.

Q 8 7 2. Under the same conditions (partner having called), you trump with the 7; but having now only three of the suit left, it becomes a forced lead; you lead the Q. Your partner missing the 2, or seeing it fall third round, will perceive the echo; but with

Q 8 2. You would trump with the 2, and lead the Q; showing by not echoing, that you had not four trumps when partner called.

If you had been forced with four trumps, and your partner *afterwards* completes a call, or leads trumps, you should echo, to show that you had four originally.

As the ability to see the trump-signal or the echo without looking at the last trick and asking everyone what card he played, is not common, but is a certain mark of a good player, it would be well to practice it a little. Take

A K 6 2. You lead the K. The cards fall: 7 2nd; 4 3rd; 8 4th. Missing the 3, and knowing that the lowest is *not* kept to K led, an alert player would know at once that *some one* was calling. You continue with the A; 9 2nd; 3 3rd;

10 4th. Your partner demands that you now abandon your game and lead him a trump; therefore if you have the A of trumps lead it. If you have K Q J, lead the K; if you have Q J 10, lead the Q. If you have only two or three trumps, whatever they may be, lead the highest, because your partner *forces* you.

A 6 5 3. You lead the 3; 10 2nd; K 3rd; 4 4th. You infer that partner has *not* the Q. Missing the 2 you must not jump to the conclusion that some one is calling; 2nd hand *may* be playing in from J 10 2. (See p. 96.) Your partner returns the 9, evidently the higher of only two remaining; the 2nd hand (on your *right*) plays J; you play A; 4th hand the 2. The player on your left has called, and has no more of the suit; your partner has either the 7 or 8 single; and the player on your right has the Q with the 7 or the 8; for from Q J x, he played his J as 2nd hand, on your partner's return of the suit (see p. 95), to prevent you from passing the 9. Suppose you are 2nd hand, holding

A 6 5 3. 7 Led; you play the 3; K 3rd; 9 4th. Player on your left returns the 10; your partner plays the 2; 3rd hand the 8; you the A. You can at once locate the suit. On your left is the 4; as he returned the 10, the higher of two remaining. On your right must be the Q J; the 7 (led) deducted from 11 leaves 4, all of which

(A K 10 9) are accounted for, and your partner has no more of the suit. If you lead a small card he can trump it; but he tells you to abandon *your* idea of the game, and lead him a trump, which you must do at once.

As 1st hand, with

K Q J 6 3. You lead J; 8 2nd; A 3rd; 5 4th. Your partner returns the 4; 2 2nd; you play Q; 9 4th. The player on your right has called; but has more of the suit, the 7 at least; your partner has no more. (See play of A and one small card on J led, p. 32). Here is your chance to lead a small card, and let your partner ruff it, before the adversaries exhaust your trumps, which they, by calling, have announced as their intention, as soon as they get the lead.

A Q J 8 2. You lead A; 4 2nd; 10 3rd; 5 4th. Some one must be calling. Your partner cannot be keeping the 3 as the lowest of 4, and playing his *third* best; for there are no *two* cards out higher than the 10. You lead again, the J from the five-card suit; 7 2nd; 9 3rd; 6 4th. Your partner has the K and 3; and has called for trumps; the adversaries have no more of the suit. This is an example of your partner keeping the lowest of four exactly and calling at the same time. (See p. 113).

Go over these few exercises again, turning down the cards played in the first round, and see whether you can detect the call at once.

There is one case that is a source of great perplexity to all beginners. Your partner leads you a ***thirteenth card;*** that is, the only one left of the suit; or, which is the same thing, a card of a suit of which you know that no one *else* has any left. Does he wish you to pass it or trump it? Such play occurs usually during the last few rounds, and you must decide as to his intention by inference. If you know he is strong in trumps, he would have you put your *best trump* on it. If you think he is weak in trumps, he probably wishes you to pass, as he is trying to place the lead in the hands of the player on your left (4th hand), who will then have to lead through his weak up to your strong hand; which of course the 4th hand does not desire to do. (See p. 67.)

As before remarked, the management of trumps depends more upon judgment than upon rule; but the foregoing cases often occur, and should be carefully studied.

INFERENCES.

Plain Suits only.

Having now mastered the conventional method of playing in each position at the table, we shall take up some exercises on ***inferences by the first hand*** or leader. The inferences of 2nd and 3rd hand have already been pretty well discussed

These exercises are separated from the inferences. Each is numbered, and the hand which you are to hold is indicated. Then the first and second rounds of the suits are given. You should place the cards of the first round, and draw your inferences; then place the cards for the second round, and draw the inferences before turning to the key and reading mine. Go over them again; but *turn down* the first round before placing the cards for the second.

The small figure before the hand indicated, refers to the key on p. 132.

1.—A Q J 2.

1st Round. You lead A, 6 2nd, 3 3rd, 5 4th.
2nd Round. ,, Q, 9 2nd, 4 3rd, 7 4th.

2.—A Q J 2.

1st Round. You lead A, 5 2nd, 3 3rd, 4 4th.
2nd Round. ,, Q, 7 2nd, 10 3rd, 6 4th.

3.—A Q J 8 2.

1st Round. You lead A, 6 2nd, 5 3rd, 4 4th.
2nd Round. ,, J, 7 2nd, 9 3rd, 4th *trumps*.

4.—A Q J 10 3.

1st Round. You lead A, 5 2nd, 2 3rd, 7 4th.
2nd Round. ,, 10, 2nd *trumps*, K 3rd, 6 4th.

5.—A Q J 10 3.

1st Round. You lead A, 5 2nd, 7 3rd, 6 4th.
2nd Round. ,, 10, 8 2nd, 4 3rd, 4th *trumps*.

6.—A Q 8 4 2.

1st Round. You lead A, 7 2nd, 3 3rd, 6 4th.
2nd Round. ,, 4, 10 2nd, K 3rd, J 4th.

7.—A Q 10 5 3.

1st Round. You lead A, 9 2nd, 4 3rd, 7 4th.
2nd Round. ,, 5, K 2nd, 6 3rd, J 4th.

8.—K Q J 6 3.

1st Round. You lead J, A 2nd, 8 3rd, 4 4th.
2nd Round. ,, K, 2nd *trumps*, 9 3rd, 5 4th.

9.—K Q J 6 3.

1st Round. You lead J, 2 2nd, 5 3rd, 4 4th.
2nd Round. ,, K, 9 2nd, A 3rd, 8 4th.

10.—K J 10 3.

1st Round. You lead 10, 5 2nd, 2 3rd, 4 4th.
2nd Round. ,, 3, 7 2nd, Q 3rd, 9 4th.

11.—Q J 10 4 3.

1st Round. You lead Q, 6 2nd, 2 3rd, K 4th.
2nd Round. ,, 10, 8 2nd, 5 3rd, 4th *trumps*.

12.—Q J 10 4 3.

1st Round. You lead Q, 6 2nd, 2 3rd, K 4th.
2nd Round ,, 10, 7 2nd, A 3rd, 9 4th.

13.—Q J 10 4 3.

1st Round. You lead Q, K 2nd, A 3rd, 7 4th.
2nd Round. ,, 10, 2nd *trumps*, 5 3rd, 8 4th.

14.—Q J 10 3.

1st Round. You lead Q, 4 2nd, 7 3rd, A 4th.
2nd Round. ,, J, K 2nd, 8 3rd, 4th discards.

15.—J 10 9 3 2.

1st Round. You lead 3, Q 2nd, K 3rd, A 4th.
2nd Round. ,, J, 2nd *trumps*, 5 3rd, 7 4th.

16.—J 10 9 3 2.

1st Round. You lead 3, 7 2nd, Q 3rd, K 4th.
2nd Round. ,, J, 8 2nd, 4 3rd, 6 4th.

17.—K Q J 6 3.

1st Round. You lead J, 2 2nd, 4 3rd, 8 4th.
2nd Round. ,, K, 2nd *trumps*, 7 3rd, 5 4th.

18.—K J 10 7 3.

1st Round. You lead 10, 9 2nd, 2 3rd, 4 4th.
2nd Round. ,, 7, 6 2nd, A 3rd, 5 4th.

19.—Q J 10 4 3.

1st Round. You lead Q, K 2nd, 2 3rd, 7 4th.
2nd Round. ,, 10, A 2nd, 9 3rd, 8 4th.

20.—Q J 10 3.

1st Round. You lead Q, A 2nd, 2 3rd, 9 4th.
2nd Round. ,, J, 4 2nd, 8 3rd, K 4th.

21.—Q J 10 3.

1st Round. You lead Q, 2 2nd, 9 3rd, 5 4th.
2nd Round. ,, 3, 7 2nd, A 3rd, 4 4th.

22.—A 6 5 4 3.

1st Round. You lead A, J 2nd, 8 3rd, 7 4th.
2nd Round. ,, 4, 2nd *trumps*, Q 3rd, 9 4th.

Some cases where the suit is ***returned by your partner.***

23.—K Q 6 2.

1st Round. You lead K, 7 2nd, A 3rd, 4 4th.
2nd Round. J returned, 3 2nd, Q yours, 8 4th.

24.—K Q J 6 3.

1st Round. You lead J, 8 2nd, A 3rd, 4 4th.
2nd Round. 7 returned, 2 2nd, Q yours, 9 4th.

25.—Q J 10 3.

1st Round. You lead Q, 5 2nd, K 3rd, 4 4th.
2nd Round. A returned, 6 2nd, 3 yours, 8 4th

26.—K J 10 3.

1st Round. You lead 10, 6 2nd, A 3rd, 4 4th.
2nd Round. 7 returned, 5 2nd, K yours, 8 4th.

27.—J 7 6 4 3.

1st Round. You lead 4, 8 2nd, Q 3rd, 5 4th.
2nd Round. 2 returned, 10 2nd, J yours, A 4th.

28.—9 8 6 4 3.

1st Round. You lead 4, 5 2nd, K 3rd, 2 4th.
2nd Round. 10 returned, 7 2nd, 3 yours, Q 4th.

29.—K 7 6 2.

1st Round. You lead 2, 4 2nd, 10 3rd, A 4th.
2nd Round. Q returned, 8 2nd, 6 yours, 5 4th.

30.—K 7 6 2.

1st Round. You lead 2, 4 2nd, 10 3rd, 5 4th.
2nd Round. J returned, 8 2nd, what will you play?

31.—J 10 9 2.

1st Round. You lead 2, 5 2nd, K 3rd, 7 4th.
2nd Round. A returned, 6 2nd, 9 yours, 8 4th

32.—K J 7 2.

1st Round. You lead 2, 4 2nd, A 3rd, 3 4th.
2nd Round. 5 returned, 6 2nd, K yours, 8 4th.

33.—9 8 6 3.

1st Round. You lead 3, 4 2nd, J 3rd, 5 4th.
2nd Round. K returned, 10 2nd, 6 yours, A 4th.

34.—K J 10 3.

1st Round. You lead 10, 6 2nd, A 3rd, 4 4th.
2nd Round. Q returned, 2 2nd, what will you play?

A few exercises where you are ***fourth hand*** on the first round of the suit.

35.—Q 8 7 2.

1st Round. J led, K 2nd, 6 3rd, 2 yours.
2nd Round. 9 led, A 2nd, 3rd *trumps*, 7 yours.

36.—K 7 6 2.

1st Round. J led, 10 2nd, 3 3rd, K yours.

37.—10 9 8 3.

1st Round. 4 led, J 2nd, 7 3rd, 3 yours.

38.—A 6 5 3.

1st Round. 8 led, J 2nd, 4 3rd, 3 yours.

39.—9 6 4 3.

1st Round. 7 led, 10 2nd, K 3rd, 3 yours.
2nd Round. A returned; locate the suit.

40.—9 6 3.

1st Round. 7 led, 4 2nd, A 3rd, 3 yours.
2nd Round. 5 returned, 6 yours, K 3rd, 10 4th.

41.—K 7 6 4 2.

1st Round. J led, 5 2nd, A 3rd, 2 yours.
2nd Round. 8 returned, what will you play?

It must be obvious that the ability to draw these inferences rapidly depends upon a thorough knowledge of the leads, and the way 2nd and 3rd hands play the various combinations they may hold in their positions. My purpose in giving these exercises is that you may have *time* to study them; because opportunity never occurs in actual play. If a musician never has any training except during a public performance he will never be a good player. He first learns to read music *slowly* and carefully, when alone; with practice he soon becomes able to *read any music at sight.* Just so with Whist.

Practice these inferences deliberately, by yourself, before you try them in the hurry and confusion of the game.

THE KEY.

1. Your partner has the K alone; or *both* the 8 and 10 with it; if the latter, the adversaries have no more of the suit.

2. Partner has the K single; the opponents have the 8 and 9.

3. Partner has K 3; on your left is the 10 single.

4. Partner still has the 4, but he is unblocking; player on your right has called for trumps, and still has the 8 and 9 of your suit.

5. Partner has K 2, and has called for trumps; on your left is the 9 single.

6. Partner has the 5 *only*; for he had not *four* exactly, and there were not *five* for him to hold. The player on your right is trying to deceive you as to the position of the 9, which you know he holds. He considers his J 9 of equal value, the 10 having been played.

7. Partner has the 8 and 2; the adversaries have no more of the suit.

8. Partner has the 10 and 2; the 7 is on your right.

9. Partner has only the 7 left; the 10 is against you.

10. On the first round, if your 10 wins, you know your partner must hold Q (see p. 50). After the second round, partner has A 6 (see p. 62); the 8 is not placed; right hand adversary has no more of the suit.

11. Partner has A 7; the 9 also, unless player on your left holds it.

12. Partner has only the 5 left; the 8 is on your left; no more of the suit on your right.

13. Partner keeps the 2 to avoid blocking your suit, as he knows your small cards are the 4 and 3; he has the 6 also; the 9 is probably on your right.

14. Partner has the 9 and 2; on your left are the 5 and 6.

15. Partner has the 6 and 4; and by playing the 5 he must be beginning a call for trumps, which he could not do on the first round, as he had to take the adverse Q. You should lead trumps at once, if you get the lead. The player on your right cannot be calling. If he wished for trumps, he would have led them himself when he won the first round with the A.

16. Partner has the A and 5; (see p. 32, A x on J led). The adversaries are exhausted.

17. Your partner has the A, of course; but refuses to unblock, because he knows the 9 and 10 are both on your right, and *he* knew as soon as

you led your K on the second round, (declaring only *five* cards in suit), that the 8 played by your right hand adversary on the first round was the beginning of a call for trumps.

18. Partner has Q single (p. 63); player on your left has no more of the suit, but is calling for trumps; on your right is the 8 single. Your partner will probably lead back his Q to *force* the player on your left, as he knows the player on your right has the 8, and cannot trump his Q.

19. *1st Round.* A is on your left; your partner has not exactly four of the suit. *2nd Round.* You know your partner has no more; the 5 and 6 are on your left.

20. *1st Round.* K, or no more, on your right. *2nd Round.* 5, 6 and 7 on your left. The others have no more of the suit.

21. *1st Round.* Partner has A single; the K is on your left; so you continue with the fourth best; not the J. *2nd Round.* Player on your right completes a call for trumps, and still has the 6. If you recover the lead before the adversaries exhaust the trumps, force your partner at once.

22. Partner has K and 2; on your right is the 10 single.

In the following, bear in mind it is ***your partner*** that ***returns*** the suit in every case; either at once, or as soon as he gets the lead again.

23. You take the lead and force your partner, with the certainty that he will not be overtrumped by the player on your right, who has at least the 5, and has called.

24. Partner has no more. Force him at once, as player on your right has called, but still has the 5 at least. In both these cases your partner's returning your suit does not preclude a good suit of his own; but rather shows his anxiety to make his small trumps (p. 67).

25. No one having called, your partner still has the 2 single; the 7 is on your right; the 9 may be on either side.

26. *1st Round.* Partner has not the Q; or he would have passed your 10 (see p. 33). *2nd Round.* Partner has the 2 only, and returns the higher of two cards. Positions of adverse Q and 9 are uncertain; they may, in one hand, form a tenace over your J 3.

27. *1st Round.* Neither A nor K on your right. Partner not returning A, does not hold it; so it is on your left. Partner has the K, for if *both* A and K were on your left, one would have been played 1st round (p. 89). *2nd Round.* Partner has the 9 with the K, as he returned the lowest of three cards; adversaries have no more of the suit.

28. Partner's K shows he has not the Q; and not returning A, he has not that either. His 10

returned must be his only card of the suit; for he can have none *lower*, and player on your left taking the second round with the Q shows he has not the J; so the J is on your right; the A is on your left. You infer that if you get the lead again, any one of your cards will bring down A and J together, establishing your suit; and at the same time your partner will trump the trick.

29. Partner has J and 3. The 10 he played first round was from the sequence of Q J 10; and he now returns the higher of the 2nd and 3rd best of your suit. One adversary has the 9 single; the other has no more of the suit.

30. Your partner's playing correctly here saves your K. *1st Round* you knew he had the 3; and 4th hand had neither Q nor A, because he allowed your partner's 10 to win the trick. *2nd Round* partner returned the higher of two only, J and 3. If he had had the A and Q he would have returned the A. If he had had the Q he would have returned the 3 (lowest of *three* cards, but not containing the 2nd and 3rd best; for A K have not been played). So you pass his J; *knowing* that *both* A and Q are on your left. The 9 may be on either side; but not with partner.

31. Partner has both 4 and 3 left; one adversary has Q single. The one on your right has "called."

32. Your partner has not the Q; or he would

have finessed it (p. 25). All the cards lower than the 5 having been played, the 5 is his only one, or the lowest of three. If the latter, his others are the 10 and 9; and one adversary has the Q single; the other no more of the suit.

33. Partner returns the higher of 2nd and 3rd best, and still has the Q and 2; on your left is the 7 single; on your right no more of the suit.

34. Partner has no more (p. 33). *2nd Round.* A call is completed by player on your right, who still has the 5 at least. You should take Q led with your K, and *force* your partner at once before his trumps are drawn.

35. *1st Round.* The lead is evidently forced, from a three-card suit. Partner has the A, which is never in a hand from which J is led (p. 17); and if 3rd hand had held it, he would have taken your partner's K. *2nd Round.* Partner has the 10, and two of the three small cards missing, the 5, 4, and 3.

36. The lead is forced, from three cards. Your partner has not the A, or he would have taken the J. It is on your right, and several small cards with it (p. 32). Your partner has not Q, or he would have played the fourchette (p. 97).

37. 3rd hand has no card above the 7, since he cannot win your partner's J, and *you* hold 8, 9, and 10. Therefore, unless he is "calling" with the 2 in his hand, he has no more. More probably

your partner has the 2; and is playing in from the sequence of K Q J, or A Q J; as original leader must have had A or K, and only four in suit. 4 (led) from 11; leaving 7 against him.

38. Your partner is evidently playing in from Q J 2; or K J alone. The card led 11—8=3, all three of which you can account for; your A and your partner's two. So on your left are the K 10 9, or Q 10 9. If any card remains on your right it is the 7.

39. Deducting the card led, 11—7=4, the moment A is led back all four are accounted for, and you know your partner will trump. On your left are Q J 8.

40. 3rd hand playing A has not the Q. He keeps his 2 and returns the 5. The K played on your left shows Q is not there, so your partner must have it, and alone; for the card led, 11—7=4 all of which you can account for; A, K, played; your partner's Q; your own 9. Therefore on your left are the J and 8; on your right the 2 single; and your partner has the Q single.

41. Holding K, you know the lead was forced. 3rd hand taking his partner's J and returning a small card shows he has no more of the suit. Then the Q must be in your partner's hand. In this case you do not follow the rule, "best card second round;" the 3 is on your left, and your partner has the 9 only, with the Q.

PECULIAR PLAYERS

If you play with a partner who does not know Whist, but only thinks he does, you must not try to convey any information to him. Absorbed in his own hand, and the importance of his own play, he is not paying the slightest attention to yours, or to your cards. You must not hope to draw any reliable inferences from the play of persons who risk single honors second hand; who take a trick with the King while holding the Queen of the same suit; who *always* return your plain suit at once, but *never* return your *trump* lead; who never lead trumps, even from seven of them; who hold on to the command of their partner's suit as if no one else could take a trick in it; who play and return the *lowest* of your suit no matter how many they hold, &c., &c.

After sitting down at the table you should infer as quickly as possible in what style of game you are involved, and the peculiarities of your partner and opponents. If watchful, you may help a bad partner to make tricks in spite of himself and his bad play; and a little observation may reveal some method in the madness of an adversary's game. With strangers, always begin by playing a very careful and conventionally accurate game; watching for signs of appreciation and reciprocity from them.

Many persons imagine that they can teach a bad partner by talking across the table. If he leads a J, then an A, they will exclaim: "You must never lead a Jack when you have the Ace; that is not right." It is you who are wrong. You should say nothing, but observe carefully during the following tricks what other cards of the suit he held; afterwards noticing carefully his other J leads. You will probably discover that he *always* leads J from A J and others. This is just as reliable information to you as any other conventionality; and if the adversaries are not so quick to read the peculiarities of players as you are, your better perception will beat them every time, the cards being equal.

Many persons have recently been adopting various "fads," such as leading A, not K, if they have at least five cards in suit headed by A K; leading Q, not K, from K Q or A K Q and at least five cards in suit; the claim being that it gives partner a better chance to unblock. I am not an authority, and my opinion is not of much weight; but in my view, these new leads are based on a fallacy, that of assuming that there is no other source of information than the cards *led*. If my partner leads a Q, according to the new method, I do not know whether he holds Q x x, Q J 10, K Q x x x, or A K Q x x. There being three cases out of four in which the A is against him (*on my left* if the

second hand passes), I should trump his Q if I had none of the suit. By this novel method, it is not until the *second* round that I know anything definite; and then the information is conveyed just as accurately to the adversaries as it is to me.

If the K is led, I do not trump it under any circumstances, and on the completion of the second round *eight* cards have fallen. Is there no information in those eight cards? We have seen all through these exercises that the information as to partner's hand is largely derived from the cards played by others, and from these *you* are in every instance able to tell what cards remain with your partner; but the *adversaries* are often quite at fault; whereas by the new mode they would be as wise as yourself.

Dr. Pole's "Theory of Whist" is universally considered the best. He says that the establishment of the long suit, and its protection by leading trumps *as soon as possible*, your partner assisting you in both directions, is the fundamental principle of the modern game. He insists (p. 28) that the *first* lead is the most important in the hand; for by that you convey the needed information to your partner. This new system of leads violates all these principles. It withholds the important information as to the establishment of the suit until the *second* round, substituting often useless details as to number of small cards. The delay often prevents

your partner from coming to your assistance with his trumps; and by the time your information is complete, the adversaries have probably taken the lead, and are masters of the situation. Having an extensive acquaintance among the strongest players, I find that they have tried and have *abandoned* these new leads as a trick-losing game. In theory they are very pretty; in practice they are a failure. The clubs that use them have met with uninterrupted defeat in match play against those that abide by the system given in this Manual.

The first card led, as given in our early pages, is *always* the best play; but with an "untaught" partner you need not attempt to convey any information by your *second* lead. Abandon all such refinements as long and short jumps; and remember that in every attempt to establish your suit, you have *three* adversaries instead of two. Your partner will never unblock if he can help it, nor will he understand your efforts to do so.

In "domestic whist" I have found it an excellent plan never to lead originally a small card of a suit in which I have neither A nor K. It discourages an untaught partner to find you with nothing better than J or 10 when he returns your suit. The long suit theory he does not understand; but to find you with A or K every time he returns your suit gives him great confidence. Having no A or K, I lead a singleton or a doubleton for a ruff. Failing that I lead trumps and trust fortune.

STRATEGY.

Having set forth the regular play of the various hands, we shall turn our attention to the departures from rule, and to Whist strategy, in which we shall see that experts may win a great many tricks which the cards they hold would not command if played according to conventional rule.

The student ought now to be master of the *conventionalities* of the game; and if he has practised them at the Whist table he has probably discovered that they are exactly what would have been the best play apart from the fact of their conventionality. But as Cavendish very truly says:

> "A player who simply follows rules, and fails to grasp situations in which those rules should be departed from, is a mere machine without intelligence. General principles apply to the general case; to apply them to particular cases, observation, inference, and judgment are essential."

I trust none of my readers will need to be reminded of such obvious departures from rule as that, if towards the end of the hand, you have only four cards left, all of one suit, and you *know* there are two trumps in one hand, you must play your suit, whether as 1st, 2nd, 3rd or 4th hand, as if it contained only *two* cards.

Among the rules for departing from rules, the most common and most useful are those governing the

Finesse.

It is best not to finesse too much in your partner's suits; but you may finesse deeply in your own or in your adversaries' if you can leave your hand in good condition in case your finesse fails. Let us take

K 10 7 3. You lead 3; 4 2nd; Q 3rd; 6 4th. The 5 returned; 8 2nd. The 5 was evidently the higher of two cards. The A you *know* is on your left. If the J also is there, you lose both your K and 10 no matter how you play. Your only hope for another trick in the suit is that the J is on your *right*, and that your 10 will force the A; so you play the 10. As this position, with variations, often occurs on the return of your suit by your partner, we shall examine several examples of it.

K 10 7 4 3. You lead 4; 2 2nd; Q 3rd; 5 4th. The 9 returned; 8 2nd. You play your 3 to indicate your suit, and in hope that your partner's 9 will force the A which you *know* is on your left.

Q 10 8 4 2. You lead 4; 3 2nd; K 3rd; 5 4th. The 9 returned; 6 2nd. Play your 2; hoping the 9 will force the A.

Q 10 8 2. You lead 2; 3 2nd; K 3rd; 4 4th. The 5 returned, which may be the only one. or

the lowest of three; 6 2nd; you finesse the 10. If it forces the A, which you *know* to be on your left, your Q is good over the J. If *both* A J are on your left, your Q and 10 are lost no matter how you play.

Q 10 8 2. You lead 2; 4 2nd; A 3rd; 3 4th. The 7 returned; 6 2nd. You know K is on your left; for if on your right, it would have been played, as this is the second round; so you finesse the 10, hoping the J is not on your left with the K.

J 7 6 3. You lead 3; Q 2nd; A 3rd; 4 4th. The 9 returned; 5 2nd. The K is on your left; if the 10 also is there you cannot help yourself; but if the 10 is on your right, and your partner's 9 forces the K, your J is good over the 10. Of course your partner cannot have the 10; his 9 is the higher of two, or his only one.

A Q 8 2. You lead 2; 5 2nd; J 3rd; 4 4th. The 9 returned; 6 2nd. Your partner evidently has the 3, and you know, by his J winning, that the K is on your left; so to finesse Q would be to throw it away. You must play "the best card, second round," the A.

In *trumps* you may finesse on speculation, if they are *your* suit, because your high cards must make sooner or later; whereas if you finesse too much in plain suits, your high cards may be trumped afterwards.

K J 7 2, which are *trumps.* You lead 2; 4 2nd; A 3rd; 5 4th. The 6 returned by your partner (with the 3 in his hand); 8 2nd. As there may be three more trumps against you in one hand either on your right or left, you may finesse against the Q by playing your J; retaining command with the K. The winning card is so likely to be held up in trumps that a finesse is often successful: but remember never to finesse with anything but A Q ⊢ on your *partner's* original lead of trumps.

Sometimes as ***Second Hand,*** say with

K 10 3. The 4 led; you play 3; 3rd Q; 4th A. The J is not on your left; so when on the second round 8 is led, you finesse the 10, and retain the command of the adverse suit with the K.

As ***Third Hand,*** with

K 7 4 3. Your partner leads J; 2nd hand renounces; that is, discards, and trusts it to his partner, not wishing to use his trumps for ruffing. (See p. 119). You play your 3; because A and Q must *both* be on your left, and will make two tricks whether you play your K or not.

Strength in trumps should encourage you to finesse in your own suit. If you hold

K J 7 2. You lead 2; 3 2nd; A 3rd; 4 4th. Partner returns the 5; 6 2nd; the Q is held adversely, but you do not know in which hand. If you have four trumps, or even three very good ones, you should finesse the J, hoping that the Q

is on your right; for even if it is on your left and wins the J, your K commands the suit, and you have the trump strength to defend it.

In this case you are finessing against *one* card only, which is usually an even chance, just as with A Q ⊢. We have seen that to finesse against *two* cards is usually bad, as with K J ⊢. But here is a finesse which is in none of the books, and which I call

Finessing by the Eleven Rule.

This is based on the principle that you have a right to finesse against *one* card on the *first* round of the suit, whether you have strength in trumps or not, just as with A Q ⊢ on your partner's lead. You should have pretty strong trumps to justify a finesse on the *second* round of a suit, as it is unlikely that it will go round a third time. Suppose you hold

K 10 3. Your partner leads 8; 4 2nd. You deduct 8 from 11, and find that there is only one card out against your partner, but you know neither the card nor where it is. Pass the 8 led. Remembering that your partner cannot have A Q J, you can demonstrate that out of six possible positions in which all the cards above an 8 can be placed, there are only *two* in which your finesse will fail. In other words, it is two to one that the trick is won by the 8 led.

K J 2. 8 led; 3 2nd; finesse your 2. In this

case you have no odds in your favor; but it is an even chance, just as it is with A Q ⊢.

I have introduced this apart from the regular plays; because a partner who did not understand finessing, which is one of the strongest points in the game, and the least understood, would think that you had not the King since you did not play it. If you hold K 9 8 2, and a good partner leads a 7, pass it. Having

Q 10 8 2. 7 led; 3 2nd; pass the 7; play your 2. The single card against your partner must be the A or K; he cannot have both.

While I am much surprised that the great authorities on Whist have never discovered this system of finessing, I do not recommend its adoption as a regular method of play; and for that very reason I give it here, among the stratagems and other departures from rule only, as one of the variations of which the game is capable. There are times when a player feels in the humour for a little speculation, and this finesse by the eleven rule will show him when he can indulge his fancy without going in too deep. It may be objected that the only case where it is allowable on the first round to finesse against one card in your *partner's* suit, is with A Q and others. To this I can only say that such has been, until now, the only case where a player *knew* that he was finessing against only one card.

One of the chief advantages of this mode of finessing is, that the original leader, if he knows that his partner uses it, can often assume that his suit is established, although it has been led only once. Suppose you led the 8 from

K 10 9 8 5. 3 2nd; your partner plays the 2; 4th hand the A. It is very probable that your partner has both the Q and the J, and that he finessed against the one card. With a good hand, and four trumps, I should assume in such case that the suit was established. If the 2nd hand had held Q J and only one small card, he would have played J. If your partner had held Q or J, but not both, he would not have passed.

Another advantage of this finesse is that the 2nd hand will be quite in the dark; and unless he is a very shrewd player, he will probably conclude that you passed the small card led because you had no high one. This may encourage him as 2nd hand on the next round of the suit to play the very card that you have been finessing against, and you may catch it.

When trumps have been led or exhausted by your adversaries, showing they have a strong hand, it is according to a common artifice for you to lead your *weakest* suit, not your strongest, and for your partner to finesse deeply in it; also for him to lead his weakest suit to you, for you to finesse in it. The theory is that if you are not each strong in

the other's weak suits, or cannot make some successful finesses, the game is hopeless against the adverse strength declared. This being a departure from the rule of leading your strongest suits is called

Underplay,

and is usually resorted to at or near the end of a hand to make sure of a much needed trick by keeping a high card. For instance: Suppose hearts are trumps, and you have

K 7 2. Your partner leads the 3; 2nd plays the 4. If you want to be *sure* of a trick in trumps play your 2; because if player on your left has *any* of the suit he must take the trick, and must then lead up to your guarded K. This is often very important.

Underplay in *plain suits* is frequently resorted to by experts at any stage of the hand. As with

A Q J 10 3. You lead A; K 2nd; 8 3rd; 2 4th. If you continue with your fourth-best, the 10, the player on your left will trump at once, for he will know you hold entire command; but if you play your 3, the player on your left may trust the trick to his partner, thinking you led from A x x x x. Your partner has the 9 or no more; on your right are four more. If the 2nd hand passes, your partner will win with the 9, or trump the trick.

Q J 10 3. You lead Q; A 2nd; 8 3rd; 2 4th. Your partner must have the 9, or the K, or no more; therefore do not continue with the J, but lead the 3.

A K 2. Player on your left leads the Q; your partner plays the 8; 3rd the 5. Now if you are very anxious to make *three* tricks in the suit, here is your chance. Take the trick with the A, not the K; and lead back the 2. You know J 10 4 3 are with the adversary on your left. As you played A, he will think you have not the K, and will argue that it would be unwise to waste his 10 or J; because he would lose his 10 if *your* partner has the K; and if *his* partner (on your right) has it, he will win the trick with it. So he will play his 3, and your partner will win the trick with the 9, which he must have, or no more of the suit. The 6 and 7 are probably on your right.

K 10 7 4 3. You lead the 4; 5 2nd; Q 3rd; A 4th. On the second round, as you know your partner has not the J, you can lead your 10, not the K; and if 2nd hand has the J he will probably not play it, thinking that the best card (K) is in your partner's hand, not in yours, since you did not lead it second round. Of course if 4th hand has the J, your stratagem fails; but you still command the suit with the K.

Suppose only three cards in each hand, all the trumps gone, and you have

A J 2. The player on your right leads the K; pass it, and let him lead again, when your tenace is good for two tricks.

A J 2. Under the same conditions your partner leads the 5; 2nd the Q, evidently from K Q x; let him have that trick, and you are sure of the next two with the A and J. Even early in the hand, some players, if they are 2nd or 4th hand and have A J x, will pass a K *led*, so as to keep the A J tenace over the Q; but this is not good play, as it assumes that the suit will live three rounds.

If there are only three tricks to be played, and you hold:—

A 6 3 of trumps. Your partner leads the 2; Q 2nd; you should pass, in hope that if a small one is led second round, your partner will be able to take it. If the K is led, you can take it, and hope your partner will take the third trick.

A J 2. The 6 led; you play your 2; K 3rd; 5 4th. If the lead comes back your tenace is good; but if the original leader gets in again and leads the 7, you know Q is not on your left, and you play the J, not the A.

A 10 2. The 6 led; 2 yours; Q 3rd; K 4th. As before, if the lead comes back your tenace is good. If you are led through, J not being on your left, your 10 will win the second round.

A case where *you* are underplayed:—

J 10 2. The 6 led; you play in the 10 from your sequence; K 3rd; A 4th. When the player on your right gets the lead again, he continues with the 8, hoping you will pass it and think your partner has the Q, as that is the best card, and should have been led second round if held on your right; but you should play your J in any case; if your partner has the Q it will do for the next trick; if it is bare, he can trump the next round.

If you are strong enough to lead trumps, which are, say *Hearts*, and suppose player on your right leads J of Spades, of which you hold

A K Q 4; play your A, and lead trumps at once. After trumps are drawn, the adversaries may lead Spades again; but had you won the J with the Q in the first place, they would have known you had entire command, and would have avoided the suit.

A K 6 2. Your partner leads 3; if 2nd hand renounces, play your A, not the K; and do not lead the suit back. When your partner leads the suit again, the player on your right will think that his partner must have the K, because you had to play the A to the first round, and your partner does not go on with the K; so he will pass again, and your K wins.

In trumps, if A has been turned up by the player on your right, and you have only the K and Q when he leads a small one, play your K; for

if afterwards the player on your left leads back to his partner, the latter will suppose you have not the Q, and will therefore not play his A, but finesse against you, and lose the trick.

If you hold in trumps

A J 10 3. 2 led; 10 yours; (see p. 100) 4 3rd; 5 4th. If on getting the lead again the same player leads the K, you can play your 3, and keep your tenace over the Q 9.

Suppose you are ***Fourth Hand,*** and in response to an adverse call for trumps, you holding

J 6 3, the 7 is led; your partner plays K; 3rd A; you the 3. The 9 is led back. Leader is probably trying to underplay you; for if the 7 led was a fourth-best, 11—7=4; all accounted for, then Q 10 are on your left, and your J is gone in any case. But the 7 was most likely a forced lead, and Q 10 are on your right. Play your J in this case.

Such manœuvres as these are very common among experts, and you must beware of them.

In trumps the following is a very common style of underplay: You are 4th hand, and hold

K 7 6 2. 4 of trumps led; your partner plays the 8; 3rd the A; you the 2. The 9 is returned. Now, unless very anxious to stop the trump lead, you should pass; and player on your left, thinking K is in your partner's hand, will finesse, allowing him to take the trick with the 10, J, or Q,

one of which he must hold, if he has any more trumps.

Another important element in Whist strategy is

Discarding.

To discard is to play from another plain suit when you have none of the one led, and cannot, or do not wish to trump it.

Beginners naturally select their weakest suit from which to discard; because they assume that if they have only three small Clubs, such as 10 9 3, such a suit is of no value, and so they discard from it. In this they are quite right; but the trouble is that they discard from their weakest suit under *all circumstances*, which is quite wrong.

When the adversaries lead out trumps, especially when they call upon each other for them, it is to be supposed that they have one or two very strong suits, and it is most likely that the very suit in which you are weakest is one of their strong ones; if therefore you discard from it, you make it still weaker in your hand and help them. Whereas if you have a good suit, such as A Q 2 of Spades, it is quite unlikely that this is one of their strong suits, and by discarding your 2 of Spades you do not weaken your hand in the least. By so doing, and keeping your 10 9 3 of Clubs, you may, weak as you are, spoil their game. Suppose they lead trumps three times, and you cannot fol-

low suit the third time, but must discard; and you hold

10 9 3 (Clubs). If you discard the 3, and immediately afterwards the player on your left, having taken your partner's last trump, leads the 6 of Clubs; your partner plays J; 3rd hand the A; you the 9. The 4 is returned; you play your 10; 3rd the K; your partner the Q. The player on your left has perhaps four Clubs in his hand, and the lead, and no trumps against him! Now you wish you had kept your 10 guarded.

The adversaries may have a very strong suit which they have led once; but in which one honor, say the A, is still against them. Take

10 9 3 (Clubs); and suppose you had played the 3 to the first round, which went thus:—On your right the 6 led; 3 yours; 3rd plays Q; 4th the K. When the adversaries obtain the lead again, they exhaust the trumps, and you have to discard. Wiser from your last venture, you *keep* your weak suit of 10 9, and discard from your *strong* suit of Spades. Player on your right leads the 4 of Clubs; yours the 9; 3rd *discards*; your partner plays the 5 This card is to show you that he still has the 2 with the A; and although the original leader had five Clubs J high, you and your partner will take three or four tricks in the suit. Your 10 will save your partner's A next round, just as in p. 96, unless the J is led.

Of course if the adversaries have not shown any great strength by leading or calling for trumps, you should always discard from your weakest suit. This *informs your partner* that you are weak in it. On the other hand, when great strength has been "declared against you," as they say, your partner expects you to discard from your strongest or best protected suit, and therefore he will always lead that suit to you, because he assumes you are stronger in it than in any other.

If your partner is just as strong as the adversaries; or if he has called for trumps although they lead them; or if you have any other means of knowing that your partner is as strong as they are, you should discard from your *weak* suit, because you have nothing to fear.

Your ***first discard*** is the only one to which your partner will pay any attention. You cannot take back that information any more than you can undo a trump signal.

If you both discard correctly, you ought to know each other's strong suits, and be able to play into each other's hands in spite of the adverse strength. It is difficult to give exercises; but here are two:—

7 2. These are trumps. Player on your left leads the K; 6 2nd; 8 3rd; 2 yours. Then A led; 5 2nd; 9 3rd; 7 yours. Then 3 led; 10 2nd; 3rd discards. Your partner has the Q and J of trumps, because he "echoed," having five, including two

honors, in order that you need not be alarmed. The leader has only the 4 left. Discard from your *weakest* suit.

7 2 (trumps). The 9 led; 4 2nd; K 3rd; 2 yours. The J returned; 7 yours; 6 3rd; 5 4th. Then 3 led. Discard from your *strongest* or *best protected* suit. The A Q 10 of trumps are on your left. All the others will be drawn this round.

In discarding do not unguard an honor, or leave an A single. That is, from K 2, do not discard the 2. From Q 2, do not discard and leave your Q unguarded. From A 3, do not leave the A alone. Even if these are your strongest suits, you make them your weakest by so doing. Of course if you are very strong, your partner having good trumps and you a good suit, unguarding an honor in a side suit is not so dangerous.

Discarding from your strong suit only indicates to your partner *what suit* it is; but you may let him further know that you have complete command of it. With

A K Q J 4, if the suit has not been led, and you have to discard, discard the A. With

K Q J 10 2, if the A has been played, led by one of your adversaries perhaps from a suit of five, and you have to discard, discard the K.

K Q J 6 4; under the same conditions, A having been played, discard the K.

This mode of discarding shows your partner that

you have complete command; but suppose you are left with the *second best* only:

J 10. If A, K, and Q have been all played, you would discard the J; because it is the best, and shows you have the next best, the 10; but if you have the 10 alone, and the J is still against you, discarding the 10 says to your partner, "I have not the *best* card, the J."

It is a common artifice if the player on your left has the lead, and you have a discard, to discard from a suit in which you have a *tenace.*

A Q 2 (Spades). Player on your left has led K and Q of some other plain suit, and continues with the A, which you cannot trump, but have to discard. Discard your 2 of Spades. He may think you are weak in Spades, and in leading up to your supposed weak hand he will fall into the clutches of your tenace.

But there is another very important element, and that is

Discarding the Command of your Partner's Suits.

Many of the previous exercises suggest this; but the following have special reference to unblocking *by the discard.*

A 6 3 (Spades). J led; 7 2nd; 3 yours; 5 4th. Then K led; 2nd *trumps.* Partner declares *only* five in suit; Q 4 2 remaining. Then on your left

are the 8, 9, and 10. Keep your A; but if at any time a Spade be *discarded* by the player on your left, you should take the first opportunity of discarding your A. Your partner's Q will take his now single card.

K 7 6 2. A led; 8 2nd; 6 yours; 5 4th. Then J led; 9 2nd; 7 yours; 10 4th. If you afterwards have a discard, discard your K. Your partner knows you have the 2, and the adversaries having no more, you have complete command of the suit between you; he with Q 4 3; you with a small one to lead him.

A 6 5 3. Q led; 4 2nd; 3 yours; K 4th. On recovering the lead, your partner continues with the 10; 8 2nd; 5 yours; 4th *trumps*. If you have a discard, discard the A. The 9 is single on your right; your partner has J, 7, and 2.

A 8 4 2. Q led; K 2nd; A yours; 6 4th. On second round your partner leads the 10; 2nd *trumps*; you play the 4 (see p. 61). If you have a discard, discard the 8.

A 7 5 4. J led; 3 2nd; 4 yours; 6 4th. Then K led; 9 2nd; 5 yours; 4th *trumps*. If you have a discard, discard your A. Your partner holds Q 8 2; the 10 is single on your right.

A very important element in Whist strategy is

Placing the Lead.

Suppose you have a very bad hand; no court

cards; no long suit; only two or three trumps. It is unlikely that you will ever take a trick or have a lead; but if you do, you should try to keep the lead on your *right*, in order that the suits may be led up to your partner; your only hope being that he is strong, and may make some tenaces if led *up to*, which he could not do if led *through*.

A K 2 (Spades). Your partner leads 6; J 2nd; K yours; 3 4th. You return A; 5 2nd; 7 3rd; 4 4th. On your right is the Q. Looking over your hand you find nothing; no plain suit of four; not a court card; and only four very small trumps. Your only hope is that your partner is strong somewhere; but do not *guess* at his suit and lead wildly. Lead the 2 of Spades, which you know the player on your *right* will take with the Q, and he will then have to select some suit that may lead up to your partner's strength. If you open one of your weak suits, you may be leading up to adverse strength. The Q of Spades will make in any case, for your partner has two more of the suit.

A 4 3 (Spades). Player on your *right* leads the 6; you play 3; K 3rd; 7 4th. The 5 is returned; 9 2nd; J 3rd; A yours. On your left is the 2 or no more; your partner has the 10; the Q and 8 are on your right. You have a miserable hand. Do not open a fresh suit on speculation; but lead your 4 of spades up to the player with Q on

your right, and force him to lead some suit through your weak hand up to your partner's strength.

Late in the hand, especially if trumps have been exhausted, it is very important to place the lead properly, and to be careful not to allow yourself to be forced into leading up to adverse tenaces, which are very strong in the last few tricks.

A 10 2 (Diamonds). Trumps all gone. You have only three cards each. Diamonds have never been led; perhaps player on your left has discarded one from weakness. Your partner leads the Q (forced); 2nd plays K; probably from the fourchette (p. 96); play your 2, and leave the lead in his hands. You hold A 10, a tenace over his J x, good for two tricks no matter how he leads. But if you had taken his K, you must have led up to *his* tenace J x over your 10 2, and *he* would have won two tricks.

In trumps this is often very important.

Inferences made early in hand are of the greatest importance in helping you to place the lead during the last few tricks.

9 8 4 3 (Clubs). You led 3; 6 2nd; Q 3rd; A 4th. Afterwards you led 4; 2nd trumped; 7 3rd; 2 4th. The trumps are all drawn, and you have only three cards left, and a chance to place the lead with the player on your right, perhaps by leading a small Diamond. You should do so at once, for he must then lead his J 5 of Clubs

up to your partner's tenace of K 10. A similar *coup* occurs in Game 37, 1st Series of Self-Players, A's hand.

During the last few tricks, throwing high cards to place the lead or to avoid getting it yourself, is a favourite stratagem.

Suppose you have the tenace in trumps (best and third best) over the player to your right, who has second and fourth best. To illustrate:

A 10 Hearts [trumps]. You know K and a small one are on your right. The player on your right leads the A of Spades, of which you have the 10 and 2. Throw the 10, for otherwise he may lead Spades again and your 10 may take the trick, in which case you must lead up to his K of trumps guarded. You make two tricks in either case; but by throwing the 10, your *partner* may win the second round of Spades, and lead *through* the guarded K up to your tenace; thus you will make *three* tricks. You cannot lose by this play, and your partner *may* help to win the third trick.

If your Spades are the K and 2; you should throw the K; for even if you are sure of a trick with it, you lose a trick in trumps, because you must lead up to the guarded K of trumps. By your throwing the K of Spades your partner *may* win the second round, and both your trumps make.

Again: if you held originally

J 7 6 3 (Diamonds); and led the 3; 5 2nd;

4 3rd; 2 4th. Your partner has no more Diamonds. Suppose you come down to the last five tricks, and still have your three Diamonds with say the K 2 of Spades; all the trumps being gone. Player on your right leads A of Spades. If you keep your K you will win the next round of Spades and must lead Diamonds, of which the adversaries probably hold the tenace A Q on your left, and the K on your right; your partner having none. But if you throw your K of Spades to the A, and the suit is led again, your partner *may* win the second round, and make his own suit. If the adversaries see the danger and *lead* Diamonds, nothing can save you. For an example of this *coup*, see A's hand, Game 35; 1st Series Self-Players.

Refusing to trump is another common stratagem. You hold among other cards the A of Spades single. Player on your left leads the J; 4 2nd; 2 3rd; A yours. The game proceeds until only five cards remain in each hand, and you have the last trump. The player on your left leads the Q of Spades, declaring *six* in suit originally, so *all* his five cards are Spades; your partner plays the 9; the adversary on your right the 3, and he has one Spade besides, the 5, 6, 7 or 8, but no more; because the 2 he played first round said, "I have not *four* small Spades;" your partner therefore must have the 10, and no other card of the suit. Now if you use your only trump to take the Q,

you must lead another suit up to your right hand opponent, who may win the trick; if so, he will at once return the Spade, and his partner will take every trick. But if you *pass* the Q, the player on your left must continue Spades, for he has nothing else. In so doing, he exhausts his partner's power to return his suit; you can *then* trump with safety, as the hand on your left is dead.

In many cases you can manage a similar *coup* by refusing to overtrump; by refusing to draw the last trump, &c.; but it is impossible to describe them. A player who is expert in the conventional leads, returns, and 2nd hand play, will easily see where such opportunities present themselves. Examples of them are given in Games Nos. 14, 15, 26, 30 and 31 of the Self-Players, 1st Series. Much space is devoted to the *grand coup* in Whist books; but as Cavendish remarks, a player will have a *chance* to play it only once in 20,000 games (or 4,000 rubbers), so we shall not enlarge upon it.

I would call attention to one point usually overlooked by beginners: that there being only *three* plain suits, you can often infer what a person has *not*, by what you know he has. If your partner led A from five Diamonds originally, and only two rounds were played, it is useless, when you have only four cards each in your hands, to hope that he has two trumps, or a tenace in Spades, or the

K of Clubs guarded; because *three* of his cards must be Diamonds.

Similarly:—If the player on your right leads the Club K, and your partner wins it with the A, and leads you the K of Diamonds, which is at once trumped with the 3 of Hearts on your right, and the K of Spades is then led, which you win with the A, there is no use hoping that your partner can take a trick in any *plain* suit. With the player on your right are the two black Queens (both black Aces and Kings having been played), and he trumps your partner's suit, Diamonds, showing his readiness to be forced again. This position occurs in Y's hand, Game No. 32, 1st Series Self-Players.

Conclusion.

I have now put you in possession of all the conventionalities of the game; with practice and the assistance of the numerous examples in actual play given by the 160 hands in the Self-Players, you should be able to play a faultless game in the two most important matters: To make the best possible use of any combination of cards that may fall into your hand; and, to give the greatest possible amount of information and assistance to your partner.

Facility in the use of the knowledge you have acquired, so as to enable you to execute brilliant

strokes of play, can come only with practice; but while you are practising you will find that your reputation for ability to play a straightforward, intelligible, and conventionally accurate game will entitle you to a seat at the same table with the best players, in whose company you will make more progress in a week than you would by playing "bumble puppy" for ten years.

Do not run away with the impression that a thorough knowledge of all the conventionalities of the game will enable you to win every time you play, or will even give you any great advantage over those who do not possess this knowledge to the same extent. I am of opinion that a "book knowledge" of Whist is of little value so far as winning games is concerned. Ignoramuses can sometimes hit on plays that surpass the cleverest devices of genius. The great value of the conventional knowledge of Whist lies in the fact that the game becomes an intellectual recreation, and the book-player derives an inward satisfaction from it that it does not yield to others. It is so in some other games. No matter how expert you become at billiards, you still get beaten; but the enjoyment of being able to make fancy, draw, and masse shots remains the same. At Whist you perhaps inferred the position of the last five cards; and you were quite correct; every card was as you supposed; but the duffers took all the tricks, and

marked up the rubber. Nevertheless you had much more enjoyment in the game than they had.

I shall be happy at any time to answer any questions, to decide any dispute on Whist matters, &c., or to examine any games or curious hands that may come to the notice of readers. I shall be particularly glad to receive brief statements of any peculiar or interesting positions that may occur in actual play, for use as examples in future editions.

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APPENDIX.

Opinions of Clubs and Players.

Extract from an Article in "The Field," London, December 28th, 1889, by 'CAVENDISH.'

"I have been favoured with a copy of the lessons. The system (which includes all the latest developments) is most ingenious. I regret that I am not at liberty to reproduce it."

Some American Endorsements.

The Milwaukee Whist Club.—The largest, and probably the strongest, whist club in the United States. Mr. Rheinart, one of this committee, was selected by the celebrated player, Deschapelles, as his partner in important matches.

"The committee appointed by the Milwaukee Whist Club to examine and report on the method and devices of Mr. R. F. Foster for instruction in whist, have to report as follows:—'The committee have examined with considerable care and much pleasure Mr. Foster's work, and are able conscientiously to bestow high praise thereupon. His method of teaching the beginner is simple, lucid, and progressive, and his rules concise, yet clear. Not only beginners, but also advanced players might profitably enter upon his studies.'—Respectfully submitted,

"John Rheinart, William W. Wright, H. M. Northrop."

The Minneapolis Whist Club.

"We, the committee appointed by the club for that purpose, have made a very careful examination of your whist lessons, and now take great pleasure in giving them our heartiest endorsement. They are good for the beginner, for the medium player, and for the expert. They are brief and comprehensive, logical and well arranged. It is our opinion that a careful study of your lessons will make a good whist-player out of a novice in a quarter of the time that he could otherwise acquire the same degree of proficiency; and that the whist-player who has read every book on the subject will still find many points of interest and profit in your instructions.—Very truly yours,

"Nelson P. Whiting, Lindsey Webb, John H. Briggs."

The Federal Club, N.Y.—Some of whose whist-players have a national reputation.

"We, the committee appointed to report on the merits of Mr. Foster's very original method of teaching whist, have to report that we attended the full course of personal instruction given by him in the parlors of the Federal Club, afterwards carefully examining his method of teaching by mail, and we are fully satisfied that Mr. Foster's system is calculated to supersede all other methods of learning the game. The whole theory and practice of whist is brought down to first principles, and is so forcibly presented to the mind, in accordance with the laws of contrast and association that its recollection is assured. The great advance in strength of play made by members of the Club since attending Mr. Foster's lessons is sufficient evidence of the efficiency of his teaching.—Respectfully,

"CHAS. E. BIDWELL, G. REQUA WESTERFIELD, H. D. HUNT."

The Ionic Whist Club (Troy, N.Y.)

"The undersigned having been appointed a special committee of the Ionic Whist Club to examine your whist lessons, after such examination, thoroughly made, reported favourably to the Club, and take pleasure in recommending them to any student of the noble game.—Respectfully,

"GEORGE A. MOSHER, THEO. F. BARNUM, CHAS. L. ALDEN."

The Hamilton Whist Club (Philadelphia).—Which has won and held the championship of Philadelphia against all comers for several years past.

"The committee appointed by the Hamilton Club to investigate and report on your method of teaching whist, had a final meeting last evening, and decided to advise the members of the Club that your lessons are, in the opinion of the committee, worthy of the consideration of every member of the Club, and that a notice be posted in a conspicuous place in the Club-room urging members to take the lessons. The names of the committee who investigated the matter, and who heartily approve the same, are:— E. PRICE TOWNSEND, HARRISON TOWNSEND, GUSTAVUS REMAK, Jr., and MILTON C. WORK. You are at liberty to use our names if you so desire; your plan is certainly most excellent."

The Os-sa-hin-ta Club, of Syracuse, one of the most popular clubs in the State of New York.

"We, the members of the Os-sa-hin-ta Club, of Syracuse, N.Y., appointed to examine your system of teaching Whist, consider it to be by far the best and most comprehensive method extant. We not only thank you for giving us the opportunity to investigate it, but also warmly recommend its use to all desirous of learning correct Whist.

A. D. HEAD, CHAS. E. EARLE, FRED. J. MORGAN."

PRESS OPINIONS.

"CAVENDISH" says: "In the 'Manual' we find practically the series of lessons with additional details and more complete analysis."—**THE FIELD,** *Nov.* 1, 1890.

Mr. Foster is a distinguished teacher of Whist in the United States, and his "Whist Manual" embodies his system. His mode of classifying the leads makes it very easy to remember them. Good players will be especially interested in his Eleven Rule, and in his remarks on the play of the Second Hand.—**THE LITERARY WORLD,** *Nov.* 7, 1890.

In "Foster's Whist Manual," those desirous of acquiring a knowledge of the modern game, scientifically played, will find a complete system of instruction presented in an intelligible manner. There are certain fundamental principles and conventionalities of the game which are adopted and recognized by all first-class players, and these the author explains and illustrates in a thoroughly practical and satisfactory way. Few of the many books that have been published on this popular game will be found to teach it more thoroughly or rapidly, while the constant practice with the actual cards impresses the exercises on the memory, and prevents that hesitation which so frequently arises from forgetfulness.—**MORNING POST,** *Nov.* 21, 1890.

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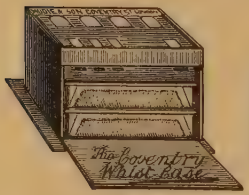

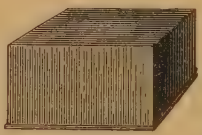

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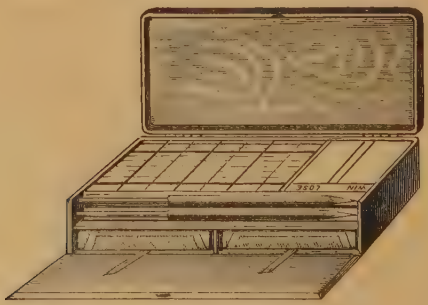

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